

PRIMA® OFFICIAL GAME GUIDE

360 • Wii • PSP • PS2

CRASH® MIND OVER MUTANT



BASED ON A GAME
RATED BY THE
ESRB



RADICAL
ENTERTAINMENT

ACTIVISION®



PRIMA Official Game Guide

Written by Brad Anthony

Prima Games

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Brad Anthony

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We want to hear from you! E-mail comments and feedback to banthony@primagames.com.

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NVasion!

N Faux Mercial



Are you tired of having too many gadgets cluttering your life? There's a simpler solution! The all new N-V allows you to access any file, talk to your disgusting friends, watch pay-per-view, and even julienne French fries! It's certainly not an "evil plan!" What do you think of that? Bad credit, no credit, disgusting personal habits? Just put on the helmet already! You'll have more time to devote to your hobbies like falconry and classical cheeses—you'll experience technological bliss!



But wait, you revolting peons! There's more, we just can't think of it right now. This handsome product will arrive at the doors of Wumpa Island inhabitants FREE OF CHARGE! From the people that brought you the "Electric Spoon," and "I Can't Believe It's Not Tolstoy."



Call now and you'll also receive "Neck Beard in a Can." Got a problem, spray some hair on it!



STARE INTO THE DANCING LIGHTS! STARE AND DREAM!
STARE AND DREEEEAAAAAMM!

How to Use this Guide

EVIL SCHOOL AND YOU



It's all on a need-to-know basis, Bandicoot! Find everything you need to know to begin your adventures against Cortex and his body odor-challenged minions within this section. All the basics are here:

- Cast
- Controls
- Collectables
- Combat
- Co-op Play
- and more...

THE BIG TWIST



There are times when a Super Number One Bandicoot must focus on only the central mission walkthrough strategy and nothing else. If that's the case, you furry little Bandi-what-ever, target this section to prepare yourself with nitty-gritty details that get you from Wumpa Island to Mount Grimly and back again.

OPTIONAL MISSIONS AND ACHIEVEMENTS



Accomplished Bandicoots can spend hours pursuing every available lead to the farthest reaches of Wumpa Island to complete all the optional missions. Within these pages, bursting with details, is a complete breakdown of every optional mission on Wumpa Island.

APPENDIX I: XBOX 360 ACHIEVEMENTS CHECKLIST



For the gamerscore obsessed, here's the complete list of Xbox 360 Achievements and associated points. These are directly related to the optional missions in the Optional Missions and Achievements chapter; go there instead if you're looking for specific strategies.

APPENDIX II: CHALLENGE MINI-GAMES TABLE



Here's a simple breakdown of the numerous Challenge mini-games scattered across Wumpa Island. The strategies are covered in the walkthrough chapter, but use this appendix information to quickly find what you're looking for.

APPENDIX III: COLLECTABLES CHECKLIST



Looking for something in particular? Browse this table and keep track of every collectable in the game, including Golden Mojo, Golden Wumpas, Voodoo Dolls, and the prerequisite mutants needed to access these valuables. Use the table as a checklist to make sure you're on track for 100% game completion.

APPENDIX IV: FASTEST WAY TO 100% GAME COMPLETION



The inner sanctum has offered a special recipe for achieving a perfect 100% game completion. This information is so valuable it had to have its own chapter! If you're keen on 100% with full Crash and Mutant upgrades, read this info before starting your adventures through *Crash: Mind Over Mutant!*

APPENDIX V: MAPS, MAPS, MAPS



Every Bandicoot needs a map or two to guide them on their adventure, and this is where you'll find 'em. Check out these maps when you're lost and look for ties into the walkthrough chapter and the appendices that list collectables and challenges.

Evil School and You

Introduction

OK, so it's not that evil. Well, not evil at all really. We just thought it was a cool name for a chapter based on learning everything you need to know to kick some Sludge butt around Wumpa Island.

This chapter is your source for all general (and some advanced) gameplay information. Even a bit of strategy that's not directly related to any one event in the story is mixed in where appropriate. If you're looking for walkthrough strategy, however, flip ahead to the next chapter!

Crash Controls					
	Action	Xbox 360	PS2	PSP	Wii
Essential Moves	Jump	A	X	X	(A)
	Double Jump	A, A	X, X	X, X	(A, A)
	Back-Flip	Reverse Direction on Left Analog Stick while running, A	Reverse Direction on Left Analog Stick while running, X	Reverse Direction on Analog Stick while running, X	Reverse Direction on Analog Stick while running, (A)
	Spin (High) Jump	Rotate Left Analog Stick 360 Degrees, A	Rotate Left Analog Stick 360 Degrees, X	Rotate Analog Stick 360 Degrees, X	Shake Wii Remote + (A)
	Drop from a Ledge	Y	▲	▲	[Z]
	Light Attack (Interrupts attacker's Heavy Attack)	X	■	■	[B]
	Heavy Attack (Block Breaker)	Y	▲	▲	[Z]
	Charged Attack	Y (Hold)	▲ (Hold)	▲ (Hold)	[Z] (Hold)
	Spin Attack	Rotate Left Analog Stick	Rotate Left Analog Stick, then tap ■ rapidly	Rotate Analog Stick, then tap ■ rapidly	Shake Wii Remote, then tap [B] rapidly

Crash Controls					
	Action	Xbox 360	PS2	PSP	Wii
Essential Moves	Block (Block also protects Mojo Multiplier)	(RT)	[R1]	[R]	(C)
	Dodge and Counter (When prompted)	Y, Y	▲, ▲	▲	[Z], [Z]
	Jack/Action	B	●	●	+
	Dig	Rotate Left Analog Stick to enter tunnel, then X to dig	Rotate Left Analog Stick to enter tunnel, then ■ to dig	Rotate Analog Stick 360 degrees to enter tunnel, then X to dig	Shake Wii Remote to enter tunnel, then [B] to dig
	Super-Kick (power-up that enables this move)	X	■	[L]	[B]
	Store/Switch Mutant	(RB)	[R2]	● (Hold)	+
	Chimney Jump (When in a Chimney)	A	X	X	(A)
	Co-op - Entering/Exiting Magic Mask	B	●	●	+

Crash Controls

	Action	Xbox 360	PS2	PSP	Wii
Advanced Moves and Combinations	Norris Roundhouse	X, X, X	■, ■, ■	■, ■, ■	B, B, B
	Rolling Kick (Block Breaker)	Y	▲	▲	Z
	Double Whammy	Y (then land), Y	▲ (then land), ▲	▲ (then land), ▲	Z (then land), Z
	Triple Dragon	Y (then land), Y, (then land), Y	▲ (then land), ▲, (then land), ▲	▲ (then land), ▲, (then land), ▲	Z (then land), Z, (then land), Z
	Chin Tickler	X, X, Y	■, ■, ▲	■, ■, ▲	B, B, Z
	Board Slam	X, X, Y, Y	■, ■, ▲, ▲	■, ■, ▲, ▲	B, B, Z, Z
	Old Skool Spin	Rotate Left Analog Stick, X, X, X	Rotate Left Analog Stick, ■, ■, ■	Rotate Analog Stick, ■, ■, ■	Shake Wii Remote, B, B, B
	Gyro Jackhammer	Rotate Left Analog Stick, Y	Rotate Left Analog Stick, ▲	Rotate Analog Stick, ■	Shake Wii Remote, B
	Spin Dismount (While riding a mutant)	Rotate Left Analog Stick, B	Rotate Left Analog Stick, ●	Rotate Analog Stick, ●	Rotate Analog Stick, +



Only Crash can perform counterattacks.

Look for special tunnel entrances where Crash can dig down into the soft earth and explore the treasures below. Dig maps are fairly small areas, but they usually contain Mojo Multipliers and lots of mojo. Some even have exits that lead to special areas.



DIFFICULTY LEVELS

Selecting the different difficulty levels only affects combat throughout the story. At higher levels enemies attack faster and more frequently, and do more damage, meaning battles are less forgiving.

SPECIAL ABILITIES



Climbing allows Crash to reach new heights. You never know what he'll find above ground level. Crash can only climb on special textured surfaces, so watch for them!

Countering allows Crash to dodge incoming enemy attacks and execute his own swift kick in the junkyard in retaliation. When an enemy attacks, press the counterattack buttons at the right time to launch a powerful counterattack.



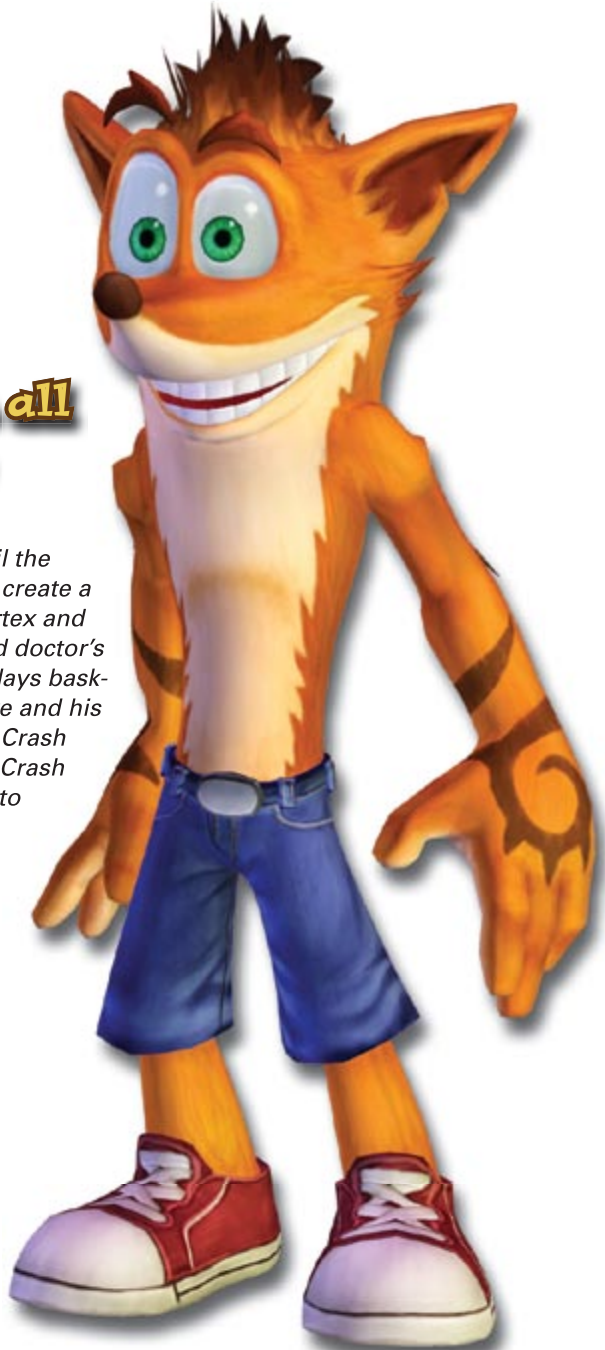
The Cast

CRASH

Your star of the show, in all his fur-and-tooth glory.

Crash was an ordinary South Pacific bandicoot until the evil Dr. Cortex used his evolvo-ray in an attempt to create a mutant henchman. Crash refused to work with Cortex and instead smashed Cortex's lab and defeated the mad doctor's evil schemes. Crash would be happy to spend his days basking in the sun, but his danger-loving, fearless nature and his love of a good fight with a bad guy keep him busy. Crash is very emotional—quick to laugh and quick to cry. Crash rarely seeks out trouble, but trouble always seems to come his way.

Can often be heard saying
"YAA-hooooooooo!"





COCO

Smart and cute, Coco is the brains of the Bandicoot family.

Smart, cute, and nice sums up Coco Bandicoot. Mutated shortly after Crash, Coco is much smarter than Crash. Coco is a genius with technology and her help has been instrumental in stopping supervillains like Cortex over the years. Like her brother, Coco is completely fearless and willing to take any chance.

Can often be heard saying
"Don't bang the Dillys!"



CRUNCH

Strong, beautiful, and in charge, who doesn't like Crunch?

Another mutant created by Cortex to destroy Crash, Crunch has seen the error of his ways and now tries to be a positive role model for children. Crunch feels like he's really a member of the Bandicoot family, the "big brother" of Crash and Coco. Crunch has a bit of a problem with mixing metaphors, but he'll do anything for his new family.

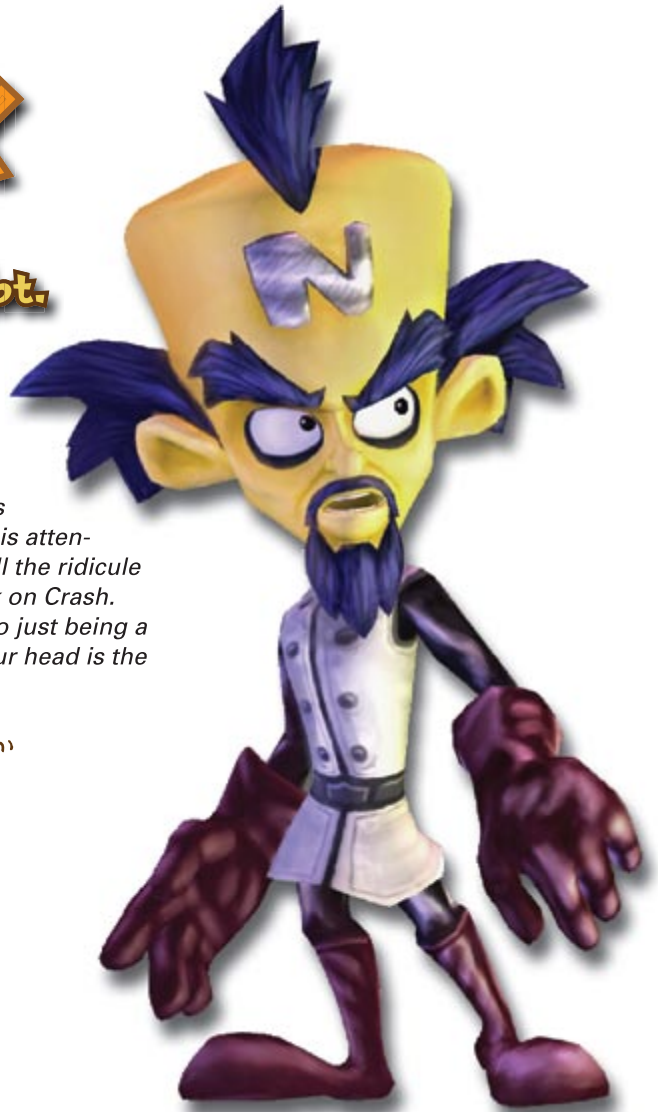
Can often be heard saying "MARMA-lade! mmm YUMMAAY!"

NEO CORTEX

The brains behind the evil plot.

Big-brained freak creates army of lesser-brained freaks. That's Cortex in a nutcase shell. This maniacal genius has focused his attention on conquering the world and making everyone pay for all the ridicule he suffered as a kid. But his one mistake was turning his back on Crash. Will Cortex ever give up his evil ways and let Crash go back to just being a teenager? Not when your ego's the size of your head, and your head is the size of a hot air balloon.

Can often be heard saying "Aaaaannnd Punt!"



NINA CORTEX

**The evil favorite niece
strikes again.**

Smart, cute, and wicked sum up Nina Cortex. Nina is the favorite niece of Neo Cortex. Her spring-loaded steel-trap bionic hands were a gift from her uncle. Nina is more ambitious and egotistical than her uncle, with a twisted evil desire to be the greatest villain in the family regardless of the cost.

Can often be heard saying
"Crash, I HATE You! You ruined my life!"





N-GIN

N-Gin is Cortex's hysterical right hand of destructive, crazy power.

The right hand of Dr. Cortex, N-Gin acts as his lab Igor and uses his mechanical brilliance to build weapons of vast destructive power. N-Gin is more crazy than evil but is completely loyal to Dr. Cortex. N-Gin leaps between the extremes of emotion—from absurdly happy to near tears, sometimes in the same sentence—with hysterical results.

Can often be heard saying "I have brains and desires! I will not be ignored!"

Aku Aku

The powerful spirit mask protects all Bandi-cootiness!

The spirit mask Aku Aku acts as the protector and father figure of the Bandi-coots. He has magically protected Crash over the years during his adventures and frequently accompanies him, offering advice and taking punches as the situation requires. Crash gets in a lot of trouble, so Aku Aku has taken a lot of lumps over the years. He complains a bit about it, but he'll never let his adopted family down.

Can often be heard saying "Punch him in the throat."



Uka Uka

Uka Uka, Aku Aku's evil twin brother, is unleashed upon the world.



The evil twin brother of Aku Aku. Uka Uka was trapped for thousands of years but was recently freed by Dr. Cortex. He has a score to settle with Aku Aku and will go to any length to seek revenge. His alliance with Dr. Cortex is one of convenience and he feels no particular loyalty, but enjoys the chance to wreak havoc on the world.

Can often be heard saying
"Your life is forfeit!"

Mutants

This section will tell you all you need to know about mutants.

MIP: MUTANT JACKING AND POCKETING



Crash is able to jack larger mutants during combat when they're stunned. Watch for the mutants' stun meter to start to increase as they're attacked successfully, and when the meter fills up, the Jack prompt appears over their head. At that time, Crash is able to jack that mutant and take control of it.

Not only can Crash jack one mutant, he can store the first mutant in his oversized pockets and jack another! For example, if Crash is riding a Ratcicle and enters combat with a Magmadon, Crash can jack the Magmadon when it's stunned and the Ratcicle automatically goes into storage in Crash's pockets.

This is an extremely valuable ability that allows access into special areas of the world when you need the powers of two mutants together. These instances are rare, but they do exist. Crash is able to instantly swap between the two jacked mutants and use their powers in any situation.

Note

Remember that when Crash has two mutants jacked, Crash isn't earning any mojo for himself! Only when one mutant is jacked and Crash can do some of the running around and collecting personally will his mojo count continue increasing.



CO-OP PLAY

At any time during the game, a second player can drop in to help Crash against his enemies or solve puzzles.

By far the coolest thing about co-op play is that having the second player allows one person to play as the mask and fire projectiles from its face.



The second player's controls are identical to Crash's controls regardless of which character you're playing (different game consoles have different second player skins: Coco, Carbon Crash, etc), and the two players share the Mojo Multiplier so when Crash levels up, so does the other player's character (please see "Combo Counter and Mojo Multiplier" found later in this chapter.) Crash's movements control the game camera until the point someone transforms into Aku Aku, then Aku's movement is loosely based on that of the remaining Bandicoot player.



Both players share jacked mutants so both Crash and the other player's character can ride around on different (or the same) mutants at any time!



Aku Aku has two very valuable abilities. First, he shoots ranged projectile attacks similar to how a Snipe or Stench fires their weapons. Second, Aku Aku can collect mojo from a distance by moving his targeting cursor over the mojo, wherever it may be. This allows you to quickly collect mojo on the fly, without having to stop Crash from his important task of revealing more or fending off furious furry foes.



If a co-op player has jacked a mutant (or is sharing one of yours) and they drop out of the game, they take their mutant with them! Always drop out of a co-op game as a main character (either Crash or Coco).

Several optional missions and achievements are awarded for successfully pulling off several co-op-specific moves and game milestones, so refer to the Optional Missions and Achievements chapter or the Xbox 360 Achievements Appendix for more info on what you can work toward as a team.

MUTANT BESTIARY

The mutants marked with a  symbol are the ones that can be jacked on the battlefield and subsequently have their upgrade levels listed. Mutants with this symbol  can be jacked and also stored in Crash's oversized pockets. There are only a few exceptions to this rule (as in the Scorporilla and the Yuktopus, which are simply too big to be pocketed). The rest of the mutants are smaller minions that commonly attack in groups but otherwise have no special abilities Crash can use in his adventures.



All jackable mutants have their own brief tutorials accessed via the Start Menu when Crash is riding around on them. Read them all to learn the mutants' special moves.

Note

Mutant heros aren't just fancy versions of the same creature skin; no no, there are slight benefits to using one or the other and they come down to the individual's upgrades. Check out any upgrade differences in their respective tables below; the differences are seen between the upgrades and the mojo cost to upgrade. The two mutant versions may not have exactly the same abilities but one's upgrades may be less expensive. It's a tradeoff, but it does give you more flexibility when choosing, say between a hero with one more upgrade level for attack strength or the regular version of the mutant that has better special bar power.

Note

Battlers can create swirling whirlwinds with their massive wings. Watch that they don't blow you away!

Brat Girl



Nina's minions have betrayed her and now rule evil public school.

Can often be heard saying "Villains in training assemble!"

Battler



The winged servants of villainy with slight gas issues.

Battler Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	6,000
Attack Damage Increase 3	3	10,000
Attack Damage Increase 4	4	15,000
Attack Damage Increase 5	5	20,000

Caution

Brat Girls that run in packs can easily decimate your Mojo Multiplier with their ranged attacks.

Doom Monkey



These servants of N.Brio are the evil hands of evil recycling, evily.

Can often be heard saying "LEEERROOOOYYYYY!"

Caution

Monkey wrench-wielding primates can give you a bad case of Fleas. Don't let these simians gang up on you!

Grimly



The time manipulating servants of Cortex, mutated from... something.

Grimly Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Special 1 (slower special meter depletion rate—from default of 10, to 15 seconds)	1	2,000
Attack Damage Increase 1	2	6,000
Attack Damage Increase 2	3	11,000
Special 2 (slowest special meter depletion rate—from 15 to 20 seconds)	4	19,000
Attack Damage Increase 3	5	30,000

Grimly Hero



Grimly Hero Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1 (1.6x power)	1	2,000
Attack Damage Increase 2 (2.2x power)	2	6,000
Attack Damage Increase 3 (2.8x power)	3	10,000
Attack Damage Increase 4 (3.4x power)	4	15,000
Attack Damage Increase 5 (4.0x power)	5	20,000

Tip

The Grimly's Slow Time ability combined with their fast attacks are the single best way to rapidly increase the Mojo Multiplier.

Magmadon



The burning itchy sensation of flaming power and flare ups.

Magmadon Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Special 1: two streams	1	2,000
Attack Damage Increase 1	2	6,000
Attack Damage Increase 2	3	10,000
Attack Damage Increase 3	4	15,000
Attack Damage Increase 4	5	20,000

Magmadon Hero



Magmadon Hero Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1 (1.6x power)	1	2,000
Attack Damage Increase 2 (2.2x power)	2	6,000

Magmadon Hero Upgrades

Upgrade	Level	Mojo Required
Attack Damage Increase 3 (2.8x power)	3	10,000
Attack Damage Increase 4 (3.4x power)	4	15,000
Attack Damage Increase 5 (4.0x power)	5	20,000



The Magmadon's ranged special lava attack is a hot way to keep enemies at bay.

Ratcicle



Savage and untamable with a love of Gothic arches.

Ratcicle Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Special 1: two ice streams of medium length	1	2,000
Attack Damage Increase 1	2	6,000
Special 2: three ice streams of long length	3	11,000
Attack Damage Increase 2	4	19,000
Attack Damage Increase 3	5	30,000

Ratcicle Hero



Ratcicle Hero Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1 (1.6x power)	1	2,000
Attack Damage Increase 2 (2.2x power)	2	6,000
Attack Damage Increase 3 (2.8x power)	3	10,000
Attack Damage Increase 4 (3.4x power)	4	15,000
Attack Damage Increase 5 (4.0x power)	5	20,000



Ratcicles have the amazing ability to freeze opponents in their tracks with a close up sneeze or a ranged ice projectile.

Ratnician



Abandoned by Cortex these nerds have gone feral and vegetarian.

Can often be heard saying "Get the Bandi-whatever!"

RhinoRoller



The inhabitants of the vast and recently noticed deserts on Wumpa Island.

RhinoRoller Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	6,000
Attack Damage Increase 3	3	11,000
Attack Damage Increase 4	4	19,000
Attack Damage Increase 5	5	30,000



Use RhinoRoller's special boost and jumping abilities to reach very high places no one else can get into.

Scorporilla



She's eleventy tons of tail-driven anger and passion.

Scorporilla Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	4,000
Attack Damage Increase 3	3	6,000
Attack Damage Increase 4	4	8,000
Attack Damage Increase 5	5	10,000



Scorporilla's special attack creates a concussion wave that damages enemies within a large area of effect.

Slap-E



These robots share Cortex's memories and personal problems.

Can often be heard saying "I've found the Neme... seeeezz-eezz....errr I found them!"

Sludge



The viscous and sloppy mutated droppings of the evil junkyard.

Sludge Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	6,000
Attack Damage Increase 3	3	10,000
Attack Damage Increase 4	4	15,000
Attack Damage Increase 5	5	20,000

Sludge Hero



Sludge Hero Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1 (1.6x power)	1	2,000
Attack Damage Increase 2 (2.2x power)	2	6,000
Attack Damage Increase 3 (2.8x power)	3	10,000
Attack Damage Increase 4 (3.4x power)	4	15,000
Attack Damage Increase 5 (4.0x power)	5	20,000



A Sludge can use its special ability to morph itself flat and squeeze into tight spaces.

Snipe



Wild, deadly, and out of control, but with beautiful plumage.

Snipe Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Special 1 (slower special meter depletion rate from 3 to 4.5 seconds)	1	2,000
Attack Damage Increase 1	2	6,000
Special 2 (slowest special meter depletion rate from 4.5 to 6 seconds)	3	11,000
Attack Damage Increase 2	4	19,000
Attack Damage Increase 3	5	30,000

Snipe Hero



Snipe Hero Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1 (1.6x power)	1	2,000
Attack Damage Increase 2 (2.2x power)	2	6,000
Attack Damage Increase 3 (2.8x power)	3	10,000
Attack Damage Increase 4 (3.4x power)	4	15,000
Attack Damage Increase 5 (4.0x power)	5	20,000



Snipe's special attack fires a machine gun-style barrage of projectile that quickly decimate numerous rushing enemies.

Spike



The spiky terror of Wumpa Island and casual dinner engagements.

Spike Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Special 1 (larger Spike radius)	2	6,000

Spike Upgrades

Upgrade	Level	Mojo Required
Attack Damage Increase 2	3	11,000
Attack Damage Increase 3	4	19,000
Attack Damage Increase 4	5	30,000

Spike Hero



Spike Hero Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1 (1.6x power)	1	2,000
Attack Damage Increase 2 (2.2x power)	2	6,000
Attack Damage Increase 3 (2.8x power)	3	10,000
Attack Damage Increase 4 (3.4x power)	4	15,000
Attack Damage Increase 5 (4.0x power)	5	20,000



Use Spike's special attack to raise a forest of sharp thorns from the ground and impale surrounding enemies.

Stench



The elite of Cortex's invading army have slight body odor issues.

Stench Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	6,000
Special 1 (longer gas time)	3	11,000
Attack Damage Increase 3	4	19,000
Attack Damage Increase 4	5	30,000

Caution

Some people think having chronic bad gas is a problem, but not to a Stench. They'll use their foul flatulence against you in a long-range special attack that will have you gasping for fresh air.

TK



The epitome of mental power and small beakery weirdness.

TK Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	6,000
Special upgrade 1, doubles throw distances	3	11,000
Attack Damage Increase 4	4	19,000
Special upgrade 2, triples throw distances	5	30,000

Tip

TKs can pick up and throw enemies to cause damage, but their telekinesis also allows them to manipulate objects from a distance.

Yuktopus



The combined terrors of bagpipes and octopus, but you knew that.

Yuktopus Upgrades

Upgrade	Level	Mojo Required
Default	0	0
Attack Damage Increase 1	1	2,000
Attack Damage Increase 2	2	4,000

Yuktopus Upgrades

Upgrade	Level	Mojo Required
Attack Damage Increase 3	3	6,000
Attack Damage Increase 4	4	8,000
Attack Damage Increase 5	5	10,000



A Yuktopus's physical attacks are slow, but its special mojo beam causes massive damage to numerous enemies.

Znu



Slavish servants of the Grimly, Znu emulate their masters manfully.

Can often be heard saying "Hit him with both sharp and blunt things!"

COLLECTABLES AND POWER-UPS

Mojo



1 Mojo



5 Mojo



100 Mojo

Mojo is the essence of life itself. Collect it and earn numerous rewards to help on your adventures through the world. Not only does mojo let you upgrade Crash, but also the mutants he takes with him! Mojo is found in three values: 1 (Blue), 5 (Pink), and the rare 100 (Gold). Blue mojo may only be worth 1 point, however with a x20 multiplier in effect, Crash can potentially be earning points exponentially, even from blue mojo alone.



Don't collect Golden Mojo unless your Mojo Multiplier is really high. Hard-core players won't collect Golden Mojo unless their Mojo Multiplier is x40 for a sweet 4000 Mojo each. Why settle for a mere 100 Mojo?



The location of all Golden Mojo in the game are set in stone. They don't appear anywhere else and they can only be collected once.



Destroy everything you see in the environment to collect the mojo from inside crates, plants, crystals, rocks, and so on. Note that large versions of these items can only be destroyed by large mutants.

Voodoo Dolls

These collectables are tied directly into the optional missions and achievements. Each land in the game has its own type of Voodoo Doll mission; however, the Crash Voodoo Dolls can be found scattered across all lands in the game. Collecting all the Voodoo Dolls in a set unlocks special art packs and counts toward 100% game completion.



Wumpa Fruit

Yum! Tasty Wumpa Fruit grows all over the world, not just on Wumpa Island. When you're feeling beaten up, chomp on a delicious Wumpa Fruit to regain some of your health!



Golden Wumpa Fruit

Legends talk about a rare type of yummy Wumpa Fruit with skin as gold as gold itself! These fruits are difficult to find, but if you're lucky enough to spot one, eat it immediately. The permanent effects not only increase Crash's health bar, but also count as a collectable item that gets you a little closer to 100% game completion.



These are Crash's health upgrades, and they're often hidden in obscure spots. You have to get creative to find all of them. There are only 14 Golden Wumpa Fruit in the entire game. Find them all with the help of the Story Walkthrough and Optional Missions chapters.

Special Fruit

These purple fruits grow from mysterious turnip-like dispensers (maybe a side effect of Cortex's mutation experiments on vegetables?). Any mutant eating a special fruit has its special bar recharged. The locations of these fruit dispensers are always the same, but you may randomly find the odd purple fruit out and about on your adventures.



x2 Mojo Power-Up

Collecting mojo can be a full-time job, but these power-ups help by doubling the amount of mojo Crash earns for a limited time. They only come in x2, but if you're crafty, you can get Crash's overall Mojo Multiplier up to x40 and can rake in the precious mojo!



Red Shoes

Crash is pretty fast on his feet, but with a new pair of sneakers, he can run faster than you've seen ever before! They make collecting mojo or out-maneuvering enemies much easier. These uncommon power-ups are often out in the open, so you can spot them easily and put them to good use. Just don't expect to find them lying around everywhere.



Note

The Red Shoes power-up replaces Crash's normal attacks with a super-kick for a limited time.

Quad Damage

Crash can handle himself in a scrap against many furry foes, but who doesn't like an edge in combat? The Quad Damage power-up, you guessed it, quadruples Crash's attack damage for a limited time. These power-ups are uncommon as well, but they can be found randomly during fights at times, so be prepared to use them at a moment's notice.



Tip

Use the Quad Damage power-up with Crash or one of his jacked mutants.

Keys



In rare circumstances, Crash encounters a locked door requiring a key. They're not collectables in the same sense as Voodoo Dolls, but they are required to progress through the story at certain points.

Note

There are only a few keys in the game—story events that require key collection.

Timers (Challenge Mini-games)



Timers are unlocked throughout the world as you progress through the story. After they appear, they remain in their locations permanently. They are the starting points for Challenge mini-games that come in three flavors: Speed Collection, Search and Destroy, and Treasure Hunts.



Speed Collection activates a long chain of fake green mojo, and you've got a time limit to collect them all from start to finish. The course takes you over rough terrain, often challenging

your navigation skills. It may take a few attempts to learn the proper route, but don't fret—the rewards are well worth it.

In Search and Destroy, there's a time limit and a given number of objects that Crash must destroy before the clock counts down. The objects are usually crates, but sometimes dandelions, too. All the objects to be destroyed are within a relatively close distance from each other, but some strategy is involved when choosing the right path across difficult terrain.





Treasure Hunt is similar to Search and Destroy, but Crash must simply collect the chests within the time limit to complete the challenge. Sounds simple enough, right? Well, sometimes treasure chests are magically floating in the air above the ground. Crash must find a way up to collect them. Whatever the challenge, practice makes perfect! If you want specifics on these challenges, look in the Challenges appendix.



The mojo payoff from completing challenges grows much more significant when you have a huge Mojo Multiplier in effect before starting the challenge.

Crash Combat Upgrades

Here's a breakdown for where all your hard-earned mojo goes and how it all improves Crash's abilities. When you reach an upgrade level, your mojo counter resets to zero again and you must earn all the required mojo for the next upgrade as indicated in the table below.



Crash Upgrades		
Upgrade	Mojo Required	Effect
Spin Duration Upgrade 1	1,000	Adds one more spin before dizzy
Strength Upgrade 1	3,000	1.2x normal strength for all attacks
Spin Duration Upgrade 2	5,500	Adds one more spin before dizzy
Strength Upgrade 2	9,000	1.4x normal strength
Spin Duration Upgrade 3	12,500	Adds one more spin before dizzy
Strength Upgrade 3	16,500	1.6x normal strength

Crash Upgrades

Upgrade	Mojo Required	Effect
Spin Duration Upgrade 4	20,500	Adds one more spin before dizzy
Strength Upgrade 4	26,000	1.8x normal strength
Spin Duration Upgrade 5	31,500	Adds one more spin before dizzy
Strength Upgrade 5	37,500	2.0x normal strength
Spin Duration Upgrade 6	43,500	Adds one more spin before dizzy
Strength Upgrade 6	49,000	2.2x normal strength
Spin Duration upgrade 7	65,000	Adds one more spin before dizzy
Strength Upgrade 7	75,000	2.4x normal strength
Strength Upgrade 8	90,000	2.6x normal strength
Strength Upgrade 9	105,000	2.8x normal strength
Strength Upgrade 10	120,000	3.0x normal strength
Strength Upgrade 11	220,000	5x normal strength



There are 14 Crash health bar upgrades awarded by collecting Golden Wumpa only. The upgrades in the table here are the 18 Crash combat upgrades you get directly from collecting vast amounts of mojo. It takes close to a million mojo to fully upgrade Crash.



COMBO COUNTER AND MOJO MULTIPLIER

Crash has two very important numbers to pay close attention to: a Combo Counter and a Mojo Multiplier (different from the power-up).

The Combo Counter appears as a number with a star-like background. Each successive hit on an enemy fills up a portion of the starry background. When it fills up, it increases the Mojo Multiplier by one level.

The catch is that Crash can't be hit, take any damage, or fall to his death or the meter resets itself and the Mojo Multiplier to the default level of zero.

The relationship between the Combo Counter and the Mojo Multiplier is an important one to understand to max out Crash and his mutants upgrades. Each time the Mojo Multiplier goes up on its climb to a natural x20 it takes more and more successful hits to continue filling up the combo counter's stars. For example, with a Mojo Multiplier of x8 it may take 16 successful hits tracked by the combo counter to raise the Mojo Multiplier to x9. At x18 it may take 20 consecutive hits to raise the Mojo Multiplier up again to level x19.



You need over 100 consecutive unanswered attacks to raise the Mojo Multiplier to x20.

A naturally maximized Mojo Multiplier will stay at x20 until Crash takes damage or dies. Then the meter returns to zero. In the meantime, it's even possible to get the Mojo Multiplier higher with the help of the mojo power-up, but remember the time limit!



The multiplier system highly rewards players skilled in dodging attacks, blocking, and using Crash's counterattack system.

Show me the Mojo!

The Mojo Multiplier works for both Crash and his jacked mutants, but only one at a time. The currently active character who physically collects the mojo keeps it. It doesn't increase the mojo of both characters (i.e., Crash and the Grimly he's riding). Use this dynamic to level up either character or use one mutant's skills to help Crash quickly gather more mojo by switching back and forth between characters on the fly.



Achieving x40 Mojo Multipliers is the fastest way to upgrade Crash and his mutants. The only way to do this is by achieving a natural x20 multiplier and then finding a x2 limited-time mojo power-up.

The Big Twist



Crash's House



In the beginning, there was a Bandicoot in his house. Crash walked around on his hands all day waiting for something exciting to happen. Do you know what happened then? Nothing. Just another ordinary day on Wumpa Island. Little did he know, evil was brewing, and that evil had a very foul stench.

Since you're here, why not take a minute to familiarize yourself with Crash's House.



Here we have a giant tiki head. Interacting with the tiki accesses the following menu.



The character gallery is accessed via the tiki head. As you encounter more folks and mutants around Wumpa Island more entries are unlocked in this screen.



Now let's have a look at the trunk.



This is Crash's Closet. Here you find all of his unlocked skins that he can wear in the game. Simply select the desired skin and presto chango, Crash's appearance is altered and you're ready to go. (See the Optional Missions and Achievements chapter for more details.)



On the table are some books and paper. Interacting with this area brings up...



...the collectable art packs. These art packs are unlocked by collecting Voodoo Dolls located throughout Wumpa Island and beyond. You'd better collect them all! Select an unlocked art pack from the list and you can then scroll through each of the images in the pack.



What's this? Bandicoots watch television? You bet they do! Interact with the TV and see what's on.



It's the video collection. As you progress through the game, each unlocked video becomes available for viewing from this TV, so you can always come back and have a laugh at your favorite characters.



And, of course, Bandicoots love nap time. Where better for a Bandicoot to rest his weary head than a cozy hammock? It's here that Crash can ponder all of his various accomplishments. Interact with this area to see what Crash has been up to lately.



Well, so far Crash hasn't done much, but that is about to change very soon.

Let the adventures begin...



The three different Eras in the story dictate which enemies appear in the same region as you pass through them again and again.





- ? = Mystery Location
- # = Region Number
- ⌚ = Timer

- 📶 = Teleporter
- Teleporter Guide:
 - Mount Grimly R1 to and from:
 - Wumpa Island R2
 - Wasteland R2
 - Ice Prison R3
 - Wumpa Island R1 to and from Space Station

Note: The Region numbers used don't actually appear in the game. They're a basic reference system to track where the collectables are located throughout the world. From here on in the guide, look for the abbreviated Region titles as R1, R2, etc. The important regions are found in their own box outs throughout the walkthrough chapter so you know where to look for valuables, and these respective locations are referenced many times in the appendices.

Era 1



Use the tikis as save points, or...



...access the Pause menu and select Save at any time.

Go ahead and leave Crash's House when you're ready. Immediately outside, notice the tiki statue on the right. These are save points and there's commonly one on each region of the map. A region is any one area of the world that has an entrance and an exit and doesn't require any sort of transition to another location (i.e., going through a doorway or anything that usually requires a brief loading screen). With that out of the way, it's important to note that you don't need to visit a tiki to save your game; they are just convenient reminders. If you're between tikis, access the Pause/Start menu and select Save at any time.

Another very important piece of information is how we reference directions in this guide. Think of a regular compass with the four directions: north, south, east, and west. For our purposes, north is always forward or heading into the screen (Crash is moving away from you). South is always when Crash is moving towards you. West is always when Crash is moving left and east is always when Crash is moving right. This directional scheme applies to both the side view and top-down view when Crash is digging underground for the sake of consistency.



On to our adventures. On screen it says "Talk to Coco". While not exactly a dangerous mission, it's getting us on our way. Run east from Crash's House down near the water to find Coco and Crunch hanging out by the Dominator. Any time a character has an exclamation mark over his or her head it means that character has something to tell you. Head on over and talk to Coco to see what's up.



Coco is trying to build the best entertainment system around, but she needs some valuable parts for her Capacitron. There are six parts scattered around that you must collect before her contraption will work. Let's get going!



Look north from where you're at with Coco and Crunch. Far off in the distance, you can see a purple part floating above the wooden bridge. Head up there now, following the trail of mojo. There it is, Coco's first part.

Crash Voodoo



Before leaving the area, scale the tall vertical wall climb west of the huge central waterfall to find the first Crash Voodoo Doll. Make sure to mark it off on your collectable checklist.

01. FIND COCO'S PARTS



Now collect Coco's first Capacitron part on the bridge and follow the path north into the mountains. As you enter the next area, the official mission is activated. At any time, you can check your active mission by visiting the Pause menu and selecting Missions. The Mission screen tracks both your story missions and also the optional missions that reward success with achievements.

WUMPA ISLAND REGION 2



Wumpa Island Region 2 starts at the docks.



Continue ahead from the docks up onto the rocks where several Ratnicians are camped out. They attack quickly and begin Crash's first battle. Practice your combos here and see how high you can get your Combo Counter and Mojo Multiplier. There is a lot of mojo to collect through this area.

Note

Look for the isolated rock pillar on the east side of the main path, just before you reach the x2 power-up. This is where the Wumpa Island teleporter appears later in the game.



Use springboards to jump up to high places. Perform a Spin Jump while on the springboard to make Crash perform a super high Spin Jump.



Coco's second part is right out in the open along the main path as you move north into the mountains.

Wumpa Voodoo



Look east from Coco's second part. Up on the tall vertical rock column is the first Wumpa Voodoo Doll. Jump across to the ledge and use Crash's Spin Jump to reach the top ledge above.



If you've been collecting all the mojo up to this point, you're probably ready to level up and see the screen above. We

talked about Crash's upgrades earlier in the guide and you can also check out the Fastest Way to 100% Completion Appendix in the back of this guide for very specific and valuable tips on upgrading Crash as quickly as possible. Up ahead, practice the Chimney Jump and then Spin Jump up to the northern rock tower.



Here's the first of what we refer to in the walkthrough as a tilty prop. If you stay on one side of them too long, you'll fall to the area below. In this case, the area below holds lots of mojo so that's not so bad. In other cases it could mean certain death for our furry friend. Jump down below to collect the mojo and another Voodoo Doll.

Wumpa Voodoo



This sneaky little Voodoo Doll is hidden on the east side of the first rock pillar, below the tilty prop. Double jump from ground level to climb up the side of the pillar and get the doll.



Climb back above to continue west along the main path. Be careful crossing the dropping stone platforms or they'll dump Crash down below again. The first two drop down to the bottom level, but the third is over water—and that's bad news for Crash if he falls! When you cross the last dropping stone platform, look up at the stone faces carved into the rock that you can climb up on to a subtle ledge to collect a line of mojo and a Wumpa Fruit.

WUMPA ISLAND REGION 3



Wumpa Island Region 3 starts at the stone faces carved into the cliffside.



Remember, we're trying to upgrade Crash as fast and efficiently as possible, so we're going to avoid doing the Challenge mini-games until later on in the game so we can get the most out of the completion rewards. Look for the Timers—they're the starting points for the challenges and they appear at specific story milestones. The entire list of them is included in the Challenge Appendix.



Continue north across the rotating platforms and the spinning dual blades. Don't collect the Golden Mojo to the east; save it for later when you can easily achieve a x40 Mojo Multiplier. Up ahead, use the save tiki that's at the bottom of the rock cliff before you start working your way uphill. The waterfall is a difficult area to get through as the water keeps pushing Crash downhill. Be very careful around the spike boxes and attack them when they're in their box form to avoid taking damage and losing your multiplier.



Collect the Red Shoes power-up on the way up the waterfall. This makes the last part of the climb much easier going against the flow of water. At the top of the waterfall, find the third of Coco's parts. Be very cautious around the explosive

crates. Approaching the detonator side of a crate activates the timer on a short fuse to a massive explosion. Use these crates creatively to damage enemies if you can lure them close enough when the explosions go off. Use the springboard at the east side of the area to collect the high vertical string of mojo then clear out this area of all the mojo and collect Coco's third part then climb up to the top of the north wall using the springboards and spin jumps.

Wumpa Voodoo



This is the first spin gate Crash encounters. To unlock the gate, Crash must spin continually on the swirl plate long enough fully unlock the door. When the gate comes down, collect the third Wumpa Voodoo Doll.

WUMPA ISLAND REGION 4



Wumpa Island Region 4 starts at the top of the stone cliff and heads north.

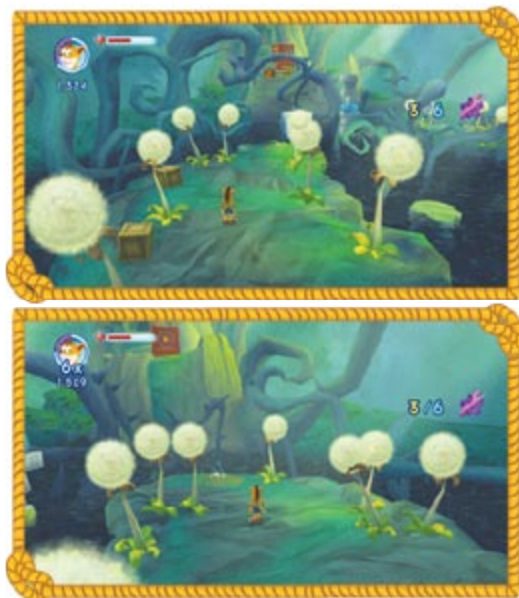


Slide down the dirt path to the north and destroy all the wooden crates here to collect their mojo. Around the corner are two Ratnicians just waiting to be ambushed, or is it the other way around?

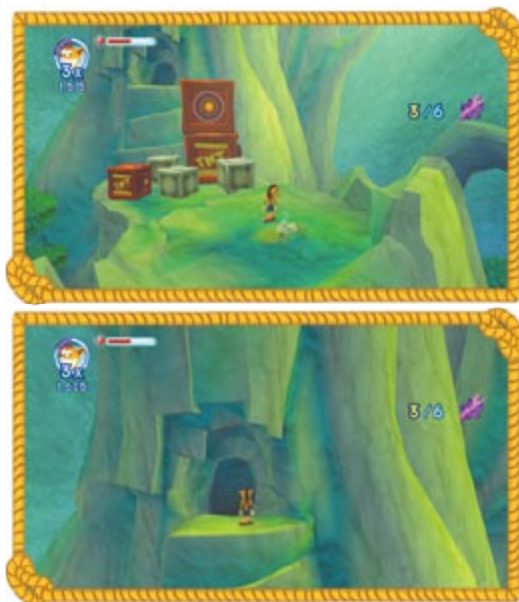


Enter the briar patch and Aku Aku tells you about digging. Wherever Crash finds a dig tunnel entrance, he can spin attack and go down into the ground. Dig maps are all fairly small but when underground your visibility is low, so you have to feel your way through these areas slowly. Often, there are mojo scattered through the underground areas as well as x2 multipliers to help earn a bit more toward the next upgrade. Get down into the dig tunnel and look around for mojo, then go to the far north end to find the exit tunnel.

Spin Jump when Crash is right on the tunnel swirl icon and he pops out of the tunnel.



On the first island, sometimes you'll find a few Ratnicians pacing about, but there are explosive crates here also. The Ratnicians often destroy themselves in the process of looking for Crash, so you may hear this occur while you're still underground. The entrance to the second dig tunnel is at the north end of this island. Spin down into the tunnel and travel due east to reach the second island. Again, a few Ratnicians wait to attack, so be ready for them.



Enter the far dig tunnel entrance and dig north to reach the exit tunnel leading up to the high cliff top. Activate the explo-

sive boxes on the ground to disarm the threat before trying to climb up the ledges to the cave entrance. When you're up on top of the ledges, into the cave you must go!



As Crash slides outside, notice the wall to the east. Ahead there is a locked spiked gate which can't be opened unless you find the switch. Luckily it's right above you. Use the stone ledges running along the east wall to reach the gate switch. Double jumping between ledges helps a lot when you're trying to reach something just beyond a normal jump's grasp. When the gate lowers, run through to the north and collect Coco's fourth Capacitron part.

Wumpa Voodoo



Due west of Coco's fourth part is the fourth Wumpa Voodoo Doll. Go slowly across the narrow walkway to avoid falling to your doom.

WUMPA ISLAND REGION 10



Wumpa Island Region 10 is a very brief area that only encompasses the area from the gate switch to the Wumpa Voodoo Doll ledge.

WUMPA ISLAND REGION 5



Welcome to N.Gin's "secret" telescopic mountain base! This area is a central hub for getting around Wumpa Island; you'll be revisiting this area several times over the course of the game.



Dancing around outside N.Gin's base are a small horde of Ratnicians. If you want to boost your multiplier, attack them without using the Red Shoes power-up in the rotating platform just east of the base. Also, if you need health during this fight, come back to the save tiki and run east to find a Wumpa Fruit.



Coco's fifth part is at the bottom of the Chimney Jump as you leave N.Gin's base along the north path. Collect it and run along the elevated stone walkway. The wild wind blows up here. Be very careful as you jump across the gaps. The wind blows in spells and you have about seven seconds of calm to jump across each gap if you time it when the wind stops blowing. Look for the flakes blowing in the wind as a

warning when to either take cover by hanging on the ledge of a stone column or by bracing yourself against the wind by walking slowly into it so it doesn't blow you off the walkway.

WUMPA ISLAND REGION 6



Wumpa Island Region 6 includes the high stone walkway leading down into the high mountain cave as well as everything up to the cave exit ahead. Note the Rhino-Roller track in the distance; you'll be using that later to collect some goodies.

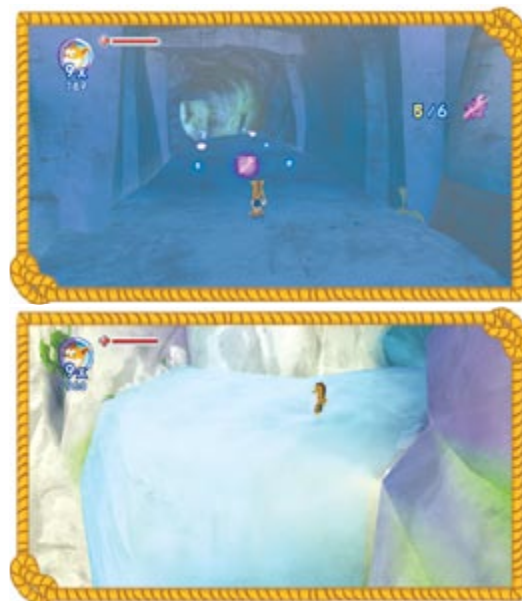
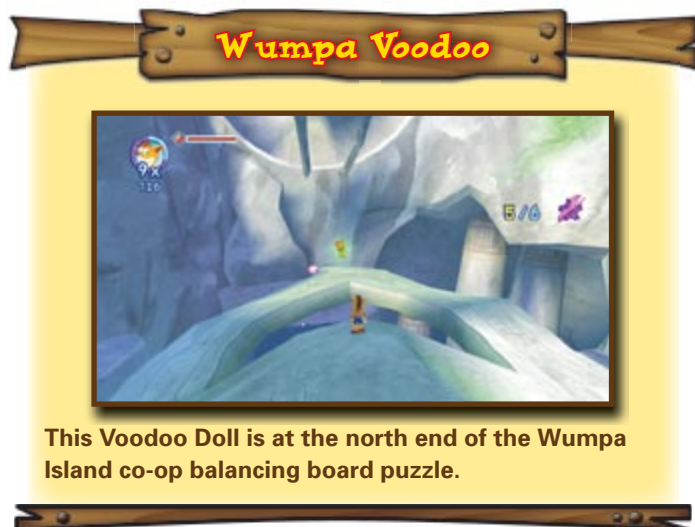


Just before turning east and following the path downhill, grab the x2 multiplier on the small ledge just off the west side of the path. Then run downhill, collecting the mojo as you go. At the bottom of the path, note the fork that leads south. Explore this area briefly as you'll be coming back to this point later. The beginning of the RhinoRoller track is above the water jet streams which you can't reach without a Ratcicle to freeze them. However Crash can use the Chimney

Jump just north to collect the x2 multiplier and then jump across to the Golden Mojo at the start of the RhinoRoller Track. Again, we recommend not collecting these until later when upgrading Crash becomes more of a priority. There are more mojo at the far end of the RhinoRoller track so if you want the most mojo you'll have to wait until x40 multipliers-multipliers become easier to achieve.



Moving along, backtrack down to the fork and follow the path north toward the Ratnicians ahead. They attack as you approach the canyon, so deal with them before attempting anything else. Climb the canyon walls to reach the first co-op balancing board puzzle. If you have a friend handy, drop them into co-op mode and use their help on the board or just do it yourself by jumping as much as possible to keep Crash's weight off it.



Clearing off this co-op puzzle awards you two optional missions/achievements. When you're done on the board, jump down to ground level and collect Coco's last piece of the Capacitron. Proceed north through the cave, collecting mojo as you go and Crash pops out at the top of the waterfall above his house.



With the first story mission completed, head back to the Dominator and talk to Coco. Sit back and watch the movie to learn about the new dream machine called the N-V. After the movie, go and collect the mail from just outside Crash's House.

02. FIND N.GIN



What's up with Coco and Crunch? It looks like Crash is on his own. Eliminate the Ratnicians that attack the group after the movie. It looks like you're going to have to find N.Gin to get some answers to what's going on around here. From Crash's House, head west to the now unblocked wooden bridge.

WUMPA ISLAND REGION 7



Wumpa Island Region 7 starts at the western bridge leading from Crash's House, and includes the mountainous area with the spinning prop blades all the way up to the beginning of the forest path to the north.



Use the two lower spinning blades to reach the western rock column with the two faces carved into it. Wall jump up to the top where two Ratnicians bicker about fruit, then jump across the blades at the higher level over to the giant rotating sprocket. From there, proceed north down to the path beyond. After Aku Aku's tutorial, continue north up the path to the next area.

WUMPA ISLAND REGION 8



Wumpa Island Region 8 begins at the save tiki and includes the river area to the north, up to the cave mouth and including the tower area across the water.



A Ratcicle blocks your progress ahead. You have to defeat it, stun it, and jack it to proceed. When Crash has his first titan, use the Ratcicle's special Freeze Attack to solidify the water to the north, allowing access towards the cave entrance. On the other side of the water, note the tower to the northwest. You could go up there now but there's no reason to until later in the game. (It's a dead end that involves a story battle later.) Eliminate the Ratnicians on the north side of the water, collect all the mojo, and continue on through the northern cave entrance.

WUMPA ISLAND REGION 9



Wumpa Island Region 9 is the huge cave complex inside the mountain. The exit from the cave is a one-way slide leading down to N.Gin's base.



First things first, inside the cave note that you're on a crescent elevated path. You can go up or down but you must go down first to activate the first of two switches in the cave. We'll come back here in a minute. Jump on the floating elevator platform and ride it down to the lower level. Use the Ratcicle's Freeze Attack or special Sneeze ability to freeze the vertical water columns and use them as steps up to the first switch.



Activate the first switch by jumping on it, then jump down to the main level below where Ratnicians attack. When they're dealt with go back up to the level you came in from. A new moving platform moves between two parts of the higher level. Ride the platform west and follow the ledge along the

wall to the second switch. Activate the switch to raise the gate below, then jump down and enter the second part of the cave complex.

Golden Wumpa Fruit



There is a Golden Wumpa Fruit on an isolated rock platform along the northwestern wall. Use the Ratcicle's special ability to freeze the water jet and jump across to collect the fruit.



Right above the cave entrance is a wall climb area; take note of that for when you're hunting mojo later. Check out the far east side of the cave where a lone water jet blows south. There is a Golden Mojo across the water jet; remember that for later as well. Use the Ratcicle to freeze the pool of water in the middle of the room to collect a few odd mojo then leave the cave through the western exit, past the two nearby water jets.



Crash ends up back at N.Gin's base, and conveniently that's the next destination. Approach the base to see a spastic N.Gin in the upper window. The front door is now open; proceed inside to see what that strange nut is up to. N.Gin gets the drop on Crash and Aku Aku as his guard escorts them outside. Defeat the waves of Ratnicians as best you can. If you've still got the Ratcicle with you, its special attacks will kill several Ratnicians in one hit.



Make sure you've got a Ratcicle with you before heading back to Crash's House to save Coco!



03. SAVE COCO AND CRUNCH



Something has happened to Coco and Crunch back at home base. You need to get there quickly! Do you remember the path you took finding Coco's parts? Retrace that path north from N.Gin's base, across the stone walkway, through the canyon to the top of the waterfall, and finally back to Crash's House.



The bridge to the Dominator is now accessible. That's where you must go to find Coco and Crunch. From Crash's House head east to find the bridge.

DEFEAT COCO!



Coco's gone cuckoo; she's firing up the basketball launcher on the back of the Dominator and she's aiming right at Crash! Crunch heads for the hills while Coco plans on stopping you right here!

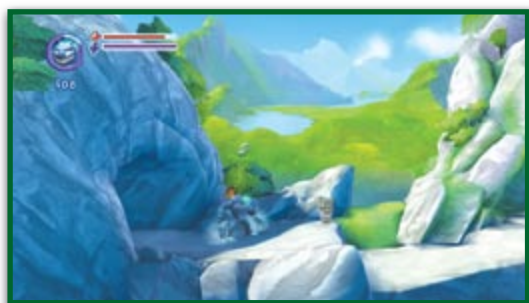
With a Ratcicle this boss fight is super easy compared to just fighting as Crash alone. When Coco fires a normal basketball, wait for it to approach Crash and the Ratcicle. At the last second, attack it with a normal attack to send it flying back and Coco on the launcher. When she's hit by a basketball she fires a flaming basketball! Hit the fiery orb back at Coco. If it hits her, she's knocked off the launcher into the pool of water in the center of the court. When Coco is in the pool, hit her with either the Ratcicle's ranged icy special attack or the special Freeze Sneeze to lock her in place, followed by a few normal attacks and you'll see Coco's health fall like a sack of potatoes. Repeat this tactic until she's done for and the story continues...

04. FIND INFORMATION ON NINA



Coco thinks she knows who to talk to in order to find out more information on Cortex's evil plans: his niece Nina! Yeah, we thought she was kidding too, but no, she's serious. A bridge from the back of the Dominator now leads to the Ratcicle Kingdom, and that is where you must travel now to continue the adventure.

RATCICLE KINGDOM REGION 1



Ratcicle Kingdom Region 1 begins immediately east of the Dominator and continues east.



Run east and find the wall climb. Follow it over the half pipe to meet your first opponents in the Ratcicle Kingdom—more Ratnicians, yippee! Use the Ratcicle to bust through the breakable wall blocking your progress and find the small rise in the path ahead; it's right at the bottom of a Chimney Jump. Crash can get up into the chimney by performing a backflip at the right moment as long as he gains enough height to cling to the east wall of the chimney. Climb all the way to the top of the chimney for a prize!

Ratcicle Voodoo



Backflip into the Chimney Jump as Crash and climb all the way to the top to collect the first Voodoo Doll in this series.



Remember this area. You must return to it when you have a RhinoRoller to get into the western half pipe and get the collectables there.



Jump back down to ground level and proceed east along the main path. Crash soon comes to a rope swing; he grabs the rope automatically when jumping into it but you can gain momentum by moving forward and backward. Jump up onto the huge rock tilty prop and get it rocking back and forth to gain enough height to get to the second set of rope swings. On the other side of the swings use the Ratcicle to break through the stone walls blocking your way.



The large hollow log (aka C prop) presents a tricky challenge. Not only does it transport Crash to the upper level, but it can also provide access to the second Ratcicle Voodoo Doll and several Golden Mojo high above in a hidden area. Ride the log to its resting place at the upper level and jump off onto the ledge to let the log start rolling back downward. The trick is to get on the outside of the log and have it roll upwards with Crash still on it. Crash must be standing just slightly to the right or east side of the log's center line for it to creep upwards. Keep moving towards the gap in the log as it turns and then jump to the west or left side as it comes towards you. Then very quickly double jump up onto the spring-boards just on the west side of the log.

Raticle Voodoo



From the high hidden ledge, Spin Jump off to the east and collect the Ratcicle Voodoo Doll.

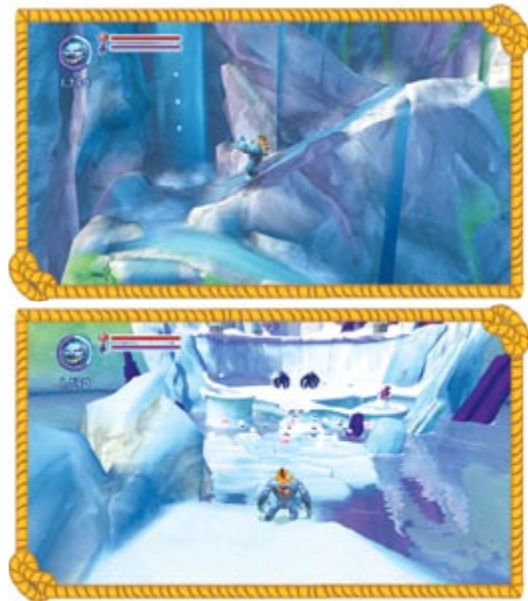


As you continue eastward, the lower area contains a Ratcicle if you need one and a Wumpa Fruit, but otherwise you must follow the middle path that leads to a Chimney Jump. Spin Jump or backflip up to the chimney wall and work your way to the top.

To reach the x2 multiplier hidden in the rock nook, run straight off the west ledge and perform a double jump as Crash falls. This should put him within an arm's reach of the power-up ledge; then double jump back to the ledge you came from. One ledge up to the west is a large stack of boxes. Activate the explosive box by approaching its proximity sensor on the side and then back away. The resulting explosion should clear out most of the boxes and leave you to collect the now doubled mojo rewards. Note the Golden Mojo below this level: come back for that later.



Turn around and look from this point. Up one level higher is a hidden area only accessible with a TK. You'll have to come back to this later.



Keep going east and follow the waterfall down to its base. When you arrive at the next save tiki, an ice fortress looms in the distance. The main path dips into the water as you follow it north. When you reach the shore, use the Ratcicle's special Freeze Sneeze to create a way across to the far shore. A small army of Ratcicles wait to attack on the north shore, but your only refuge is the small spit of ice to the east where a lone snowman stands (temporarily at least). The Ratcicles don't rely on their ranged attacks much when you're on the eastern spit, so use that to your advantage and use the ranged ice attack against them. Don't stray too far toward the main area or they turn that attack against you, too.



When the Ratcicles are shattered and the area is clear, four vertical water jets burst from the ground. Use the Ratcicle's

freeze attacks to solidify the jets and serve as steps up to the higher level. Another water jet allows access to the higher still ice gorge leading to the next region.

RATCICLE KINGDOM REGION 2



Raticle Kingdom Region 2 begins on the high ridge trail south of the ice T-bridge and includes the long climb north onto the large structure in the distance.



The ice T-bridge to the north has two switches placed on twin vertical towers beside it. Both switches must be activated to rotate the bridge enough to allow passage further north. Climb up one tower, hit the switch, and then jump back down to ground level. Note the T-bridge has rotated so there's only a narrow path across the water; be careful crossing here as it's quite easy to lose your footing. Climb the second tower to activate the switch and the bridge rotates fully to access the northern path.



The puzzle bridge at the top of the main path looks intimidating, but when traversed slowly is quite easy to navigate. Jump on and walk slowly along the twisting bridge deck to rotate it all the way; it eventually lets you off right at the far walkway. Continue up the path to the Ratcicle Village.

RATCICLE KINGDOM REGION 3



Raticle Kingdom Region 3 includes the outdoor areas of the lower and upper parts of the Ratcicle Village.



The Ratcicle Village is an area of interest with numerous features that require your attention now and later on in the story. The save tiki is on the east side of the lower village and just east of that is the first dig tunnel. If you refer to the collectable checklist, you see there are Golden Mojo around the village and in the dig tunnels, but unless your multiplier is at least x20 don't bother collecting them now. The Golden Wumpa Fruit is high above the Ratcicle statue and you need a TK to get it, so you'll have to come back for that, too. When the Ratcicle statue is pointing east, you can jump and climb up on the structure it points to; go up there and locate the floor switch that's locked off by a TK ice block. The switch controls the elevator platform in the upper village that allows Crash to collect a Voodoo Doll there.

Note

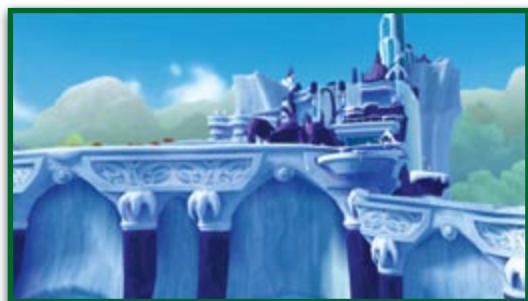
The TK wall switch in the lower village controls the direction that the Ratcicle statue points: east or west.



Talk to the NPCs in the village to see what's going on, but when you're ready to continue, go to the upper village and speak to the old Ratcicle sweeping the floor. He mentions something about an Ice Prison. Maybe you'll find some clues there?

05. TRAVEL TO THE ICE PRISON

RATCICLE KINGDOM REGION 4



Ratcicle Kingdom Region 4 begins immediately after the spike gate from the village and includes the long hike downhill from the ice mountain.



At the base of the waterfall, use the Ratcicle's freeze attacks to create a platform to the western side of the path. Follow the winding path downhill as it creeps closer and closer to the ice flow far down below. Three horizontal water jets blast from stone statues; again, the Ratcicle's freeze attacks are needed to create a series of platforms across the chasm underneath the water jets. Jump across the frozen platforms one at a time as you freeze them to reach the main path on the far west side.



As the main path curves around to the east and then south, watch carefully for a Ratcicle hiding farther south who can attack from off screen and kill your multiplier without warning.

RATCICLE KINGDOM REGION 5



Ratcicle Kingdom Region 5 begins where Crash comes down to the ice from the three consecutive stone pillars and continues along the water toward the main ice flow.



The Ratcicle gang up ahead has packed in some heavy reinforcements; they're all blocking your progress onto the ice flows toward the Ice Prison. Once you jump down to their level, you're locked in for the remainder of the battle. Follow the upper path north as far as you can; the Ratcicles won't attack until you're on their level. Jump down and quickly execute a ranged ice attack to freeze as many of them in place as possible, then quickly follow up with combo attacks while they're held still. The more Ratcicles you can destroy at once, the easier this fight will be. Watch for one of the Ratcicles to give off a Quad Damage power-up when defeated, the quad damage makes this fight a cinch if you can get it. When the Ratcicles are all taken care of two Magma-

dons break free from their ice blocks and attack. Use the four large blocks in the area to stand on and keep away from the Magmadon attacks if you need a safe haven from the action. In the south end of the area, there's a Purple Fruit dispenser. Use it to recharge the Ratcicle's powers and keep using them in the battle.



Use the dig tunnel at the south end of the Ratcicle/Magmadon battle area to access a hidden high ice ledge above the battlegrounds that holds a Quad Damage power-up. Follow the dig tunnel all the way northwest to find the hidden exit to the ledge, then jump back down into battle.

ICE PRISON REGION 1



Ice Prison Region 1 starts at the first iceberg and includes the series of ice flows leading to the cave entrance.



When the battle is over, jump onto the iceberg to the north and enter the Ice Prison. The Prison consists of a maze of iceflows before you even get to the structure itself. Jump off the iceberg at the first island where a Ratcicle awaits. A Magmadon is also locked in an ice block until the first Ratcicle is defeated. There is an ice surfing circuit on the west end of this island to practice on. You'll need to be fairly good at surfing to collect some valuables soon, so get used to the controls now. Use the Ratcicle's freeze attacks to create a path north off the island to the next one where a few Brat Girls try to stop you from getting any further. The Quad Damage power-up suspended over the water between the island makes this a very quick fight, especially if you're using an upgraded Ratcicle. On the second island, collect the x2 power-up on the high ledge before getting into the fight and collect the bonus mojo. Destroy the large icicles to the north-east to get onto the platform beyond.



As you move along the main path, watch for the Ratcicle surf path off to the left. It leads to a Golden Mojo, but stay on the main path heading toward the Brat Girls and Ratcicles further north. An isolated ice platform holds a Quad Damage power-up but you'll have to destroy the security satellite and spike boxes to get it. Take the Quad Damage power-up into

the fight with the Brat Girls and Ratcicles nearby to end the hostilities very quickly. Destroy the standing icicles at the end of the platform to continue along your frigid trek along the flows. At the end of the ice flow, an iceberg transports you to the second region.

ICE PRISON REGION 2



Ice Prison Region 2 begins immediately after the load screen where a Golden Wumpa fruit appears to your right along an ice surf path.



Jump onto the surf path to collect the Golden Wumpa, but immediately pull a U-turn and head back the way you came to get back onto the iceberg. Get on the iceberg heading west and ride it all the way around the large island, destroying the Brat Girls continually as they appear. This gets your multiplier up before facing off against another Magmadon on the next island. Look for the ice wind over the water to identify a good spot for a "sneeze". Use the Ratcicle's special

abilities to create a platform across onto the series of surf paths to the north. Keep moving across the ice flow north toward where the floating icebergs leave via a large ice cave. Be very cautious on the icebergs or the security satellites may knock you off into the icy water.

ICE PRISON REGION 3



Ice Prison Region 3 begins at the end of the iceberg ride and immediately heads up toward the Ice Prison structure; it includes all outdoor areas between here and the Prison.



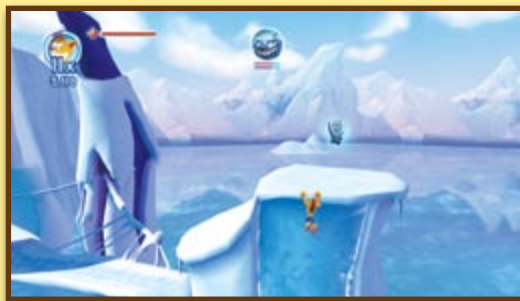
The beginning of this region is a good area to capitalize on a high Mojo Multiplier for your mutant. Eliminate all the enemies in the area all the way down to the surf path, grab the x2 multiplier, and then collect all the ambient mojo and the mojo inside the crystals along the path. Make sure you've got a Ratcicle with Crash; the surf path contains a valuable collectable!

Crash Voodoo



A Crash Voodoo Doll is located on the west edge of the surf path right before the rocket-firing robot on the ice ledge to the north.

Ratcicle Voodoo



Just as you come through the spiked gate, a few Brat Girls block the wall climb to the north. Defeat them and climb the wall. Just as you reach the top, look for the subtle ledge and shimmy east to a hidden vertical wall climb. Make your way to the top to collect the next Ratcicle Voodoo Doll.



Jump up the ice platforms to reach the circular area before a locked, spiked gate. The Brat Girls here protect the key to the gate, which is on the central ice pillar. Defeat the Brat Girls and collect the key. Before continuing north, look to the east of this area past some crystals where an exit high in the north wall is situated along with a far northeastern ledge blocked off by a huge ice wall. You'll come back to this position later, but familiarize yourself with this area so the backtracking doesn't cause any confusion when you return.



Jump down and continue west along the high icy path. Look over the south edge of the path to find a vertical wall climb, leading down to a small ice ledge below. The next key needed to access the prison is on the ice shelf—climb down to collect it and all the mojo along the way. Back up on the main path, another vertical wall climb stands between Crash and the Ice Prison itself.

06. FIND INFORMATION ON NINA'S SCHOOL

ICE PRISON REGION 4

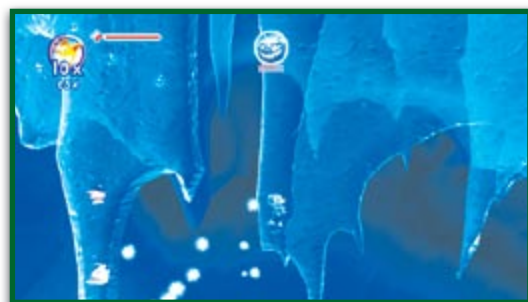


Ice Prison Region 4 begins just inside the prison, at the security corridor where four robots guard the double gate switches.



The security cave can be a difficult area to keep your multiplier, with four robots firing rockets at Crash at any moment. Dodge the rockets and activate the two switches controlling the gate to access the northern tunnel. Once inside, many Brat Girls wander the cave and need some stern disciplining—get to it. Just as you exit the cave and come out toward the huge vertical wall climb, note the isolated ice column west of the main path; that's your next objective!

ICE PRISON REGION 5



Ice Prison Region 5 spans the length of the massive ice wall climb.

Ratcicle Voodoo



Just after starting the huge wall climb, don't go west past the falling icicle. Instead, drop down to the lowest point of the wall climb and collect the Voodoo Doll.



Climb west across the wall, noting the Golden Mojo at the top of this section, before Crash drops down to the ice and an icy C prop. Jump inside to get it rolling and jump over the gap when it rolls under you. Get up onto the second wall climb and traverse west but watch out for huge chunks of falling ice! When you get to the far west end of the wall climb, drop down to the cavern floor and save your game at the tiki.

07. RETURN TO THE RATCICLE KINGDOM

ICE PRISON REGION 6

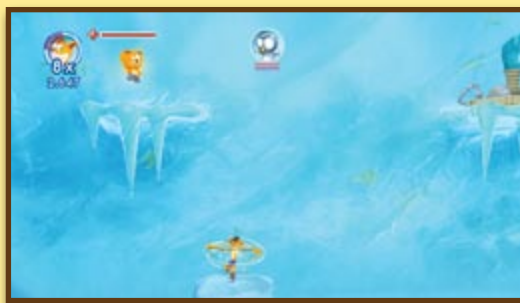


Ice Prison Region 6 is just the huge cavern with the giant hand statue holding the TK.

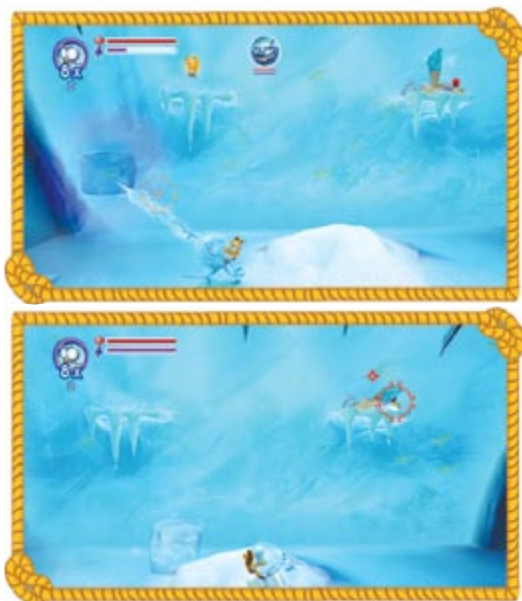


The Brat Girls inadvertently gave away the clue you needed to get into Nina's School, but first you'll have to return to the Ratcicle Kingdom. Continue north through the frozen corridor dispatching any bratty opposition. In the next cavern, a huge brawl ensues. Deal with the furry foes and use a Ratcicle to freeze the water jets. Climb up on top of a frozen jet to access the east switch on the high ledge. Once the east switch is activated, do the same thing on the west side of the room. When both switches are activated, use a Ratcicle to freeze one of the northern water jets and climb up to the northern second level of the chamber.

Crash Voodoo



Use the TK to move the ice block nearby. Spin Jump from the ice block to the ledge above and collect your prize.



Attack the base of the hand statue to release the TK. Jack it and use its telekinetic power to move the ice block so you can collect the Crash Voodoo Doll, then use the same power to activate the TK wall switch up above on the second high ledge. This opens the door in the east wall.

ICE PRISON REGION 7



Ice Prison Region 7 is another massive cavern dotted with rising ice columns.



Use the TK's special power to pull down the first big icicle blocking the path. Jump across to each successive ice column, collecting valuables from the crates as you progress. Explosive crates don't give you a lot of time to move away before they explode, so approach with caution when attempting to set them off before jumping to the far ice columns. Always double jump over chasms to make sure you've got enough clearance over sometimes slightly higher ledges or risk a fall into the dark abyss.

Golden Wumpa Fruit



Note the Golden Wumpa Fruit behind the locked gate as you climb up past the TK steps. The spin disc that unlocks the gate is along the eastern wall, high above the entrance, so you'll have to backtrack a bit once you're on the top level.



On the highest ledge in the cavern, run south to eliminate a few Brat Girls and access the locked gates' spin disc controls. Remember to keep Crash spinning long enough to fully open the door (you'll hear a sound when you've done it). Go collect your fruity golden delicious prize and continue through the northern ice tunnel.



Now you're back at the ice ledge outside the prison where we had you take note of earlier. Use the TK's special telekinesis ability to lock onto an explosive crate and throw it over to the east ice wall, which shatters it into a million pieces. Then use the same power to lock onto the TK switch across the gap and activate an ice bridge, allowing access into the far northern cave entrance.



Back on the lower ice flow, use the TK's abilities to topple the stone column which then acts as a bridge to the northern island. Eliminate the Ratnicians populating this area and proceed up onto the iceberg maze. You must get across this section as fast as Bandicootily possible as each jigsaw piece begins sinking continually as your furry feet touch down. Don't worry about collecting anything or fighting Ratnicians, just get all the way across to the far northern shore.

RATCICLE KINGDOM REGION 6



The northern shore of the sinking iceberg field is the beginning of Region 6 in the Ratcicle Kingdom.

Ratcicle Voodoo



A Ratcicle Voodoo Doll is located on the first two blocks in the TK wall climb, right out in the open.



The TK wall climb is a series of logical steps that the TK must move in and out to reach the top. However, only as Crash are you able to Spin Jump high enough to reach the top of several vertical blocks and high ledges in the puzzle. When you're halfway up, follow the snow ledge around the west wall to the high pinnacle above the main area. Use the line of sight from this exposed position to use the TK's telekinesis to pull out all the remaining blocks up to the next level higher. Spin Jump from the blocks to the springboards, then up to the high western snow ledge. Pull out the last series of blocks and jump your way up to the high ridge.



On the high ridge, go to the eastern end and take note of the Gold Mojo location. Grab the x2 power-up and continue west, collecting all the mojo you can along the way. Use the TK's Heavy Attack to shatter the wall blocking your exit and head on in. Now that you're back in the Ratcicle Village you can collect a few things with your shiny new TK.

Golden Wumpa Fruit



Jump up on the Ratcicle statue. Use the TK to activate the northern wall switch so the statue points west. Jump and fly with the TK west to collect the upgrade.

Crash Voodoo



When the Ratcicle statue returns to pointing east, jump up on the arm and then to the structure beside it. Use the TK to move the ice block and step on the switch. Now go to the southeastern corner of the upper village and find the activated elevator platform. Ride it up to the hidden ledge above and collect the Voodoo Doll.

08. RETURN TO WUMPA ISLAND



Run up to the top of the village where the two RhinoRoller switches are. Talk to the Ratcicle Kid and he tells you about the mutants in the desert—that's where you need to go to get some help with this locked door to Evil School. The return to Wumpa Island is a long backtrack; from the village

head due south, through the rotating puzzle bridge and over the T-bridge to the high trail heading back into the mountains. Just keep heading south and eventually you'll get back to the rock mountains and the switchback waterfall heading up into the hills.



When you're back to the top of the mountain waterfall and start heading west again, look for the two TK stone blocks on the main path. Jump up on top and keep your eyes open for the next Golden Wumpa Fruit.

Golden Wumpa Fruit



Move one of the stone blocks with the TK's telekinesis and then have Crash Spin Jump up to the high ledge and collect the fruit.

Continue west, backtracking all the way to the Dominator. Wait for the bridge to rise once you're back on Wumpa Island before jumping on. When you're back at Crash's House, Aku Aku tells you about the next objective.

09. REACH THE DESERT



From Crash's House, you must get up to N.Gin's base. Take the western bridge and follow that path to the high mountain base. When you reach the Ratcicle at the river crossing, you'll need to jack it to get across but you don't have to take it with you from here. Only the TK is needed to access the desert.



From N.Gin's base, climb the stone walkway and head north as if you were going to the top of the Wumpa Island waterfall under the co-op puzzle. Aku Aku stops you along the walkway and says this is the place. Use the TK's telekinesis to lock onto the blue block in the stone column and topple it over, creating a bridge across. Repeat this several times for the other stone columns to reach the far side's stone walkway.

WUMPA ISLAND REGION 11

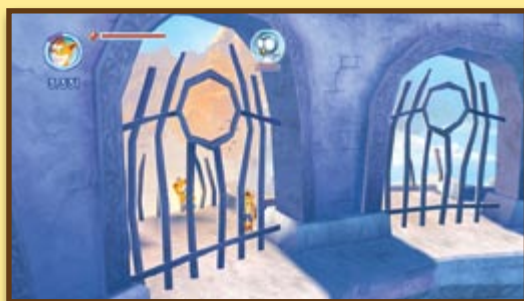


Wumpa Island Region 11 is self-contained within the coliseum where the battle with the Scorporilla takes place.



Before the battle with the Scorporilla, Crash must defeat a few of its minions: Magmadons! Watch for the Quad Damage power-ups to appear and keep picking them up to increase your damage during the fight. When the first minions are defeated, the Scorporilla attacks. Use Crash's combos and spin stomping attacks to stun it, then jack this hairy beast! The Scorporilla is one of the strongest titans in the game and she can manhandle pretty much any other mutant in the rest of this battle easily. Use her heavy and special attacks on the central floors in the coliseum to crash through to the lower levels. When you're at the bottom and done the battle, ditch the Scorporilla and climb up the wall on the east side of the room. On the second level, there's a surprise waiting for you.

Crash Voodoo



On the second level of the arena, from the top of the wall climb, walk around the outside of the arena to find the fifth Crash Voodoo Doll.

10. FIND RHINOROLLER VILLAGE

WASTELAND REGION 1

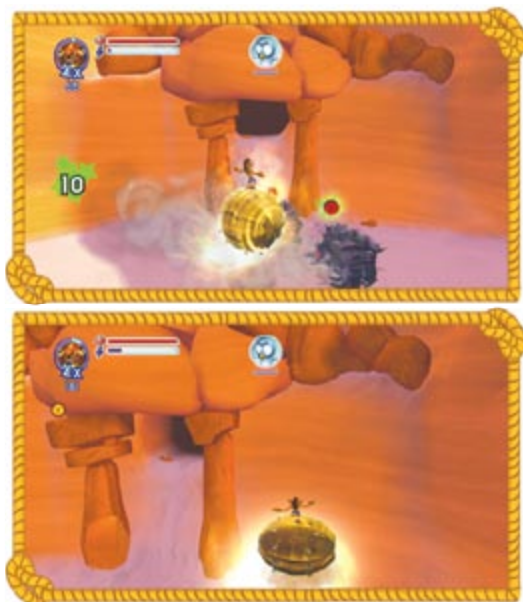


Wasteland's first region is a high sandstone walkway that leads down to the west.



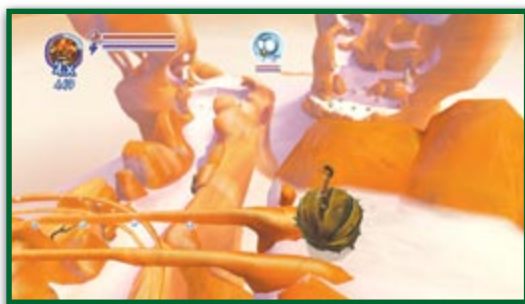
Upon entering the desert, proceed west along the walkway. Jack the Scorporilla when you find it and break through the rock platform to access the lower level. Travel west and note the area where the Scorporilla can't get up the short ledge above leading into the RhinoRoller section—you'll come back to this later. Continue along the desert path and when you hear the ominous rumbling of rocks, prepare to block. The Scorporilla's block can prevent the loss of your multiplier when you are struck by rolling boulders. Follow the main path westward and north to a circular area where a Scorporilla faces off against a RhinoRoller. Use the Scorporilla's heavy attacks to defeat the RhinoRoller and jack it,

but then two more RhinoRollers break up the party. Now's a good time to practice some RhinoRoller boosting and special attacks before leaving this area.



When you're ready to leave, use the RhinoRoller's boost ability to roll up the short hill by the exit cave and destroy the rocks piled there. A few good hits is all it needs to bring it crashing down. Boost jump up to the second floor cave entrance and hop on through.

WASTELAND REGION 3



Wasteland Region 3 starts at the top of the massive high elevation RhinoRoller track.



Ride the RhinoRoller track all the way down to the bottom, then collect all the mojo in the barrels down the shallow canyon to help upgrade the RhinoRoller. At the bottom where the Ratcicles attack, deal with them and jump up onto the higher ledge. Note the rail jump in the next section of RhinoRoller track heading east, but before leaving that way turn around and head west to the RhinoRoller half pipe. There is a Golden Mojo in the half pipe which you have to collect once you're in there, so only go in if your multiplier is excellent.



Proceed over the next section of RhinoRoller track to find a locked gate. Go to the east side of the gate and find another RhinoRoller half pipe. Use the combination of the RhinoRoller boost and jump to get from the lower half pipe to the higher

half pipe. You have to direct your jumps while in the air. Once you're in the higher half pipe, there's a western ledge one more level up. Get onto the higher ledge and follow it west a short distance until the wall curves up on itself. If you slowly roll up the wall to gain a look, note the surprise up there.

Golden Wumpa Fruit



From the high ledge above and slightly east of the locked gate, boost and roll up the wall to collect this delicious golden fruit.

RhinoRoller Voodoo



Roll south of the locked gate past the area with the spike boxes. The first RhinoRoller Voodoo Doll is on the west ledge as you leave via the southern path.



Roll down the south path and it turns westward toward a Golden Mojo. Collect it if you like or you can turn around and take the middle path west to the RhinoRoller switch. To activate a RhinoRoller switch just keep rolling forward while in contact with it. The switch must make several rotations until it gives you two thumbs up to show its been activated. With the gate now down you can access the RhinoRoller canyon to the north.



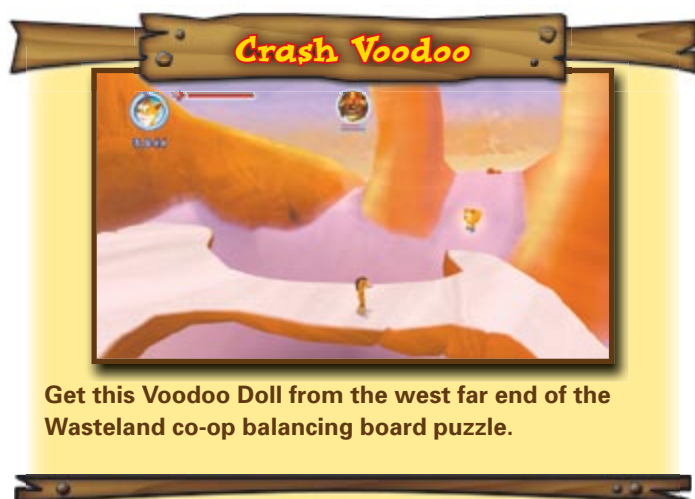
Follow the canyon north until you reach a huge stack of barrels; bust through them to reach the cave entrance and out you pop into the open again. Now follow the path north into another cave. The rollercoaster-style tunnel leads down into

the desert sand, a save tiki, and a handful of Ratnicians for good measure. Just behind and to the west of the tiki is the Wasteland co-op puzzle.

WASTELAND REGION 4



Wasteland Region 4 starts at the save tiki and spans the entire sand dunes area to the north.



Get this Voodoo Doll from the west far end of the Wasteland co-op balancing board puzzle.



Again, the balancing board can be done with one person if you don't have Coco to help out. Just remember to jump a lot. The less Crash's feet are actually on the board the less it tilts. You can also rebalance it by standing close to the center and waiting for it to correct itself. When the balancing board is cleared off, head north into the desert. The x2 multiplier near the spike boxes and barrels is a great source of mojo, and if you're quick you can clear this area out and then do the co-op board for a huge score of mojo including the two Golden Mojo on the board. If you're holding out for a x40 multiplier, you can come back to this Voodoo Doll later, too. There is a locked door at the northern end of the desert and you must find the three keys in the dunes to unlock it.



Key 1: West side of the desert at the top of a sand ramp between two massive rock piles. Spin Jump at the top with Crash or boost jump up the ramp with a RhinoRoller to get the key.



Key 2: In the middle of the desert above the end of a long stone ramp. You can't jump up to this one as Crash but a RhinoRoller can boost jump off the ramp to collect it in mid-air.



Key 3: The third key is above a stone full pipe in the north-western part of the desert. You can collect the key by riding a full circle inside the pipe; you don't have to climb or roll over the top of it.

Now that you've got all three keys, continue on through the now unlocked cave entrance in the north rock wall.

WASTELAND REGION 5



Region 5 is the first indoor Wasteland (desert) level.



Inside the desert cave, grab the x2 multiplier on the short east path and then continue down the main path to the south, collected mojo as you go. Jump onto the wall climb and note the revolving targets, you need a titan that fires projectiles to get the Voodoo Doll here so you'll have to come back to this later. Continue down to the lower level and leave through the eastern cave door.



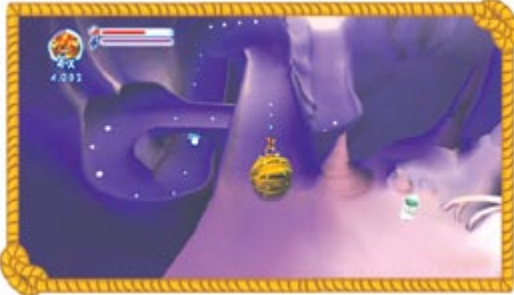
This is the beginning of the RhinoRoller Village. There are two ways you can go here depending on whether you want the Golden Mojo. If you do, climb up the wall climb and jump up to the diagonal ledge along the western wall. Follow it down to ground floor. If you want to bypass the gold for now, double jump from the main floor ledge east across

the chasm to the secondary path. Approach the RhinoRoller Village, but before you talk to the NPCs, there's a Voodoo Doll to collect.

RhinoRoller Voodoo



Roll south of the locked gate past the area with the spike boxes. The first RhinoRoller Voodoo Doll is on the west ledge as you leave via the southern path.



The RhinoRollers don't have much useful information, so save your game at the tiki and continue down the path north. You have to take a RhinoRoller with you, so if you don't have one you can get it from the RhinoRoller Village where one should appear next to the camp itself. Roll down the curvy path collecting all the mojo and the x2 power-up and out the northern door back outside into the desert.

11. DEFEAT SPIKES



As soon as you're back outside, a gang of Spikes appears to be up to no good and they attack instantly. The key to surviving this battle in good form is to isolate one Spike at a time around the southern part of the area and beat him senseless. A more aggressive strategy is to fight through the Spikes to the northern wall climb where a Quad Damage power-up is suspended; this will turn the tide slightly more in your favor. On the west side of the area, behind some cacti, is a Wumpa Fruit, as is another Wumpa Fruit and special fruit on the west side of the northern wall climb.



Leave via the northern canyon when you're ready. Aku Aku comments on the huge locked doors in the next area as you pass by; these you'll come back to later as the story progresses. Continue north to the tall vertical wall climb. Scale the high wall all the way to the top and Crash pops out on top of the huge sandstone amphitheater area you travelled through earlier.

Note

You must have a RhinoRoller with you when you leave the desert to be able to access Nina's School



12. GET TO NINA'S SCHOOL



Follow the trail of mojo over the side of the sandstone cliff to the south. You'll see an arrow made of pink mojo pointing south on the ground level if you're going the right way. Follow the trail to the south and when the main path turns east you'll be taking the high road back rather than the low road you came in on. When you reach the double set of springboards, head up! Look for the first RhinoRoller half pipe and the next Voodoo Doll.

RhinoRoller Voodoo



It's above the east wall of the half pipe. Boost as you're heading toward the east wall and fly up, up, and away!



Continue east through the loop de loop and over the springboards. Try not to bounce too high off the springs if you don't want the Golden Mojo ahead; it's suspended right above the triple springboard set. In the next half pipe, look for the Golden Mojo above the west bank; it would take a big boost jump to get up there, but it's there if you want it.



Use the titan tutorials from the Pause menu to learn some tricks for each different mutant when you're riding them.



Right after the half pipe is a big drop. RhinoRollers have the ability to stop on a dime, even while boosting. Check your mutant tutorial in the Start menu to see the proper command to stop on the east edge of the drop, then jump across the gap to the far side. Be careful going down the big S-curve; there is a springboard at the bottom that can throw off your landing. The gap right after the springboard isn't where you want to go, so do try to stay out of that hole. When you reach the far eastern end of the path, Spin Jump with Crash up to the stone ledge series leading way back up to the upper level and the exit from the desert which leads to the coliseum.



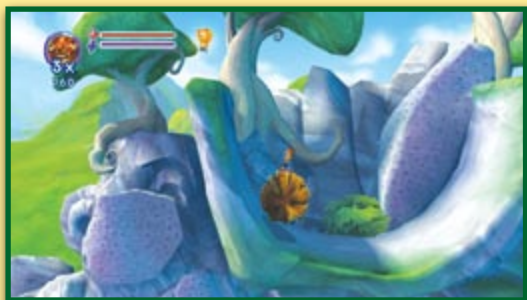
When you get back to the arena, the forces of evil are waiting for you. Defeat the Magmadons and climb up the inside walls of the coliseum while avoiding the rocket-firing robots. At the top floor, leave via the eastern pathway. Jump across the toppled TK columns as you make your way back towards N.Gin's base, but you want to take the path north before getting to the base itself. Remember the quick way back to Crash's House over the waterfall? That's where you're heading now. Follow the path north and around to the east.

Note

If you want three Golden Mojo and a Golden Wumpa Fruit, you can access the RhinoRoller track above the Wumpa Island co-op board now. Use the Chimney Jump in the south to access the southern start of the track, then follow it north to get into the stone circle carved into the cliff at the northern wall. Remember, we still recommend collecting the mojo at the end of the game.

Continue back to Crash's House and head east up and over the Dominator. You must return to the Ratcicle Village to access Nina's School. It's a long backtrack but there there's at least one thing you should collect on your way back.

Crash Voodoo



The Crash Voodoo Doll is located in the RhinoRoller section above the first Chimney Jump in the Ratcicle Kingdom. Once at the top of the Chimney Jump, use the RhinoRoller to get across the series of half pipes leading west. The Voodoo Doll is just above the west wall of the western-most half pipe. There's a Golden Mojo high up in the air above the Voodoo Doll, so don't boost to high unless you want it now.

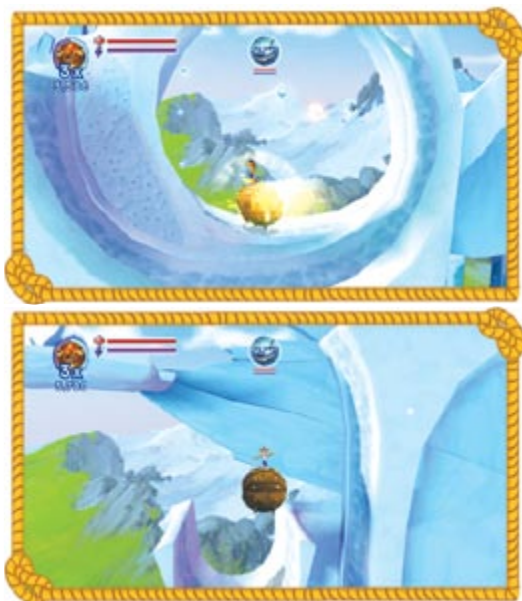


At the Ratcicle Village, go to the highest level where the two RhinoRoller switches control access to the locked double gate. Roll forward into one switch and as soon as you get the thumbs up, immediately roll over to the second switch and get that one turning. Both switches are linked and must be activated within seconds of each other. When they're both down, roll on through the northern doorway.

EVIL SCHOOL REGION 1

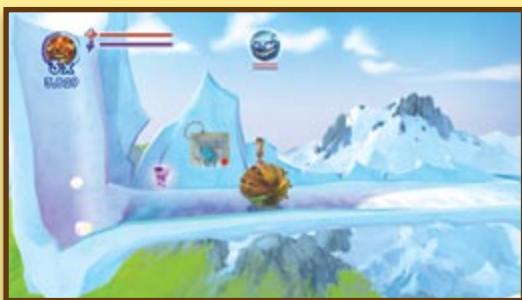


This first area of Evil School starts immediately through the doors from the Ratcicle Village and includes the entire east heading main path toward the school itself.



Roll your way east through the loop de loop and into the tall vertical half pipe. Use the RhinoRoller's boost to get up into the small, short vertical half pipe above. Then boost and jump up to the western ledge above.

Nina Voodoo



The first in the Nina series is right out in the open next to the TK switch.

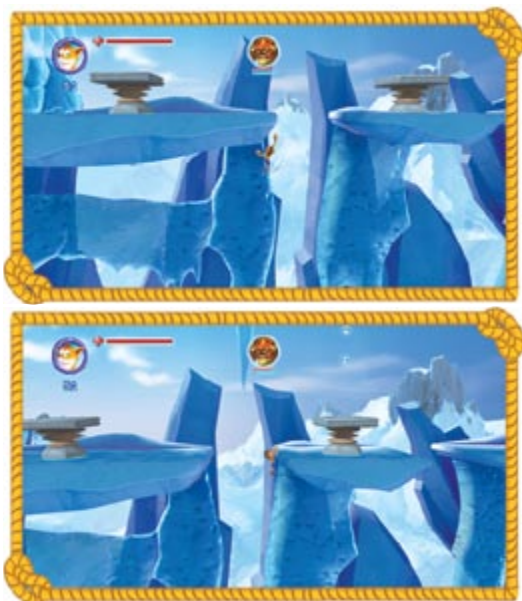


Before leaving the west ledge, note the TK switch. It controls an elevator platform from above which takes you to a higher hidden area; you'll come back to this on the return trip from Nina's School. Now continue east, jump over the large gap above the half pipe and get into the next half pipe. Boost jump up to the highest eastern ledge above the half pipe for a quick observation. Destroy the ice wall with the RhinoRoller and move slowly to toward the east ledge. There is a TK icicle hanging suspended between this platform and the next. This is a hidden way back that we'll point out later. Jump down to the middle level and use a heavy attack to smash through the ice block wall. Travel through the area with all the mojo crystals (under the springboards), then smash through the ice floor and the next wall to find a Voodoo Doll.

Crash Voodoo



Hidden behind a few breakable ice walls and floors at the bottom level underneath the springboards.



When you're done exploring this area, continue east to the wall climb. Collect the mojo on the wall climb while dodging the falling icicles, then find the second gap in the upper wall climb leading to the upper level (second gap from west to east). Climb the ice wall as high as possible then diagonally double jump from west to east over the gap and up to the eastern ledge above.



There is a x2 multiplier west of the high springboard to use when you're ready to grab the Golden Mojo on the wall climb.

Nina Voodoo



A Nina Voodoo Doll is located above the third (easternmost) springboard at the highest level above the ice wall climb.

Golden Wumpa Fruit



Just before leaving this region through the eastern cave door, turn back to the west and jump up to the narrow ice platform above the long stretched out half pipe. High above the middle of this half pipe is a delicious Golden Wumpa Fruit. Use the RhinoRoller to stand still on the west edge of the ice platform then special boost jump diagonally up to the west. You should be able to reach the fruit without too much effort.

EVIL SCHOOL REGION 2



Evil School Region 2 is only the outdoor area leading up to and including the front doors of Evil School.



A small gang of Brat Girls await at the entrance to Evil School with a Ratcicle to back them up. Isolate one Brat Girl at a time to avoid their ranged attacks which decimate your multiplier very quickly. Try building your multiplier up to x20 in this fight. The Ratcicle respawns from the northwest corner to help you do this before going underground into the dig tunnel (to access the school gate power switch). During the battle, or after the Brat Girls area defeated, collect the last Nina Voodoo Doll.

Nina Voodoo



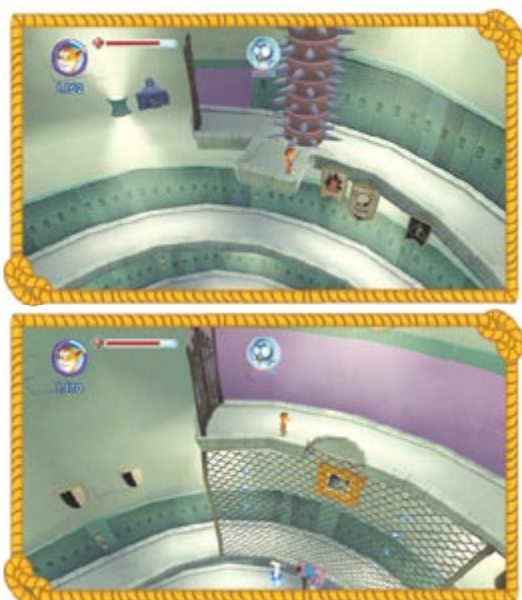
Climb up the two large stacked wooden crates to reach the Voodoo Doll suspended above them.



Spin down into the dig tunnel and head north. If your multiplier is high, collect the two Golden Mojo in the eastern part of the tunnel, otherwise ignore them for now. Pop out of the tunnel in the north area behind the electrified fence. Attack the generator with whatever mutant you have available to destroy it quickly. When the power to the fence is shut down, climb back over the fence and use the spin plate to open the front doors of the school. The doors are on a short time delay and will close quickly once the plate stops spinning. As soon as the doors are fully opened, jump up and over the fence and get through the doors before they close again.



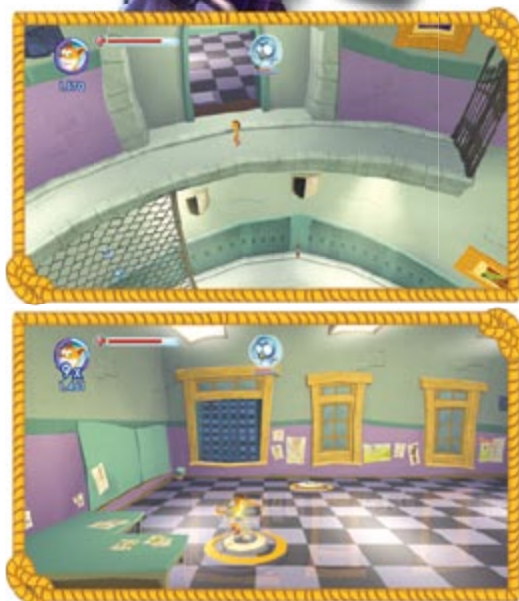
Inside the school, immediately start running west along the corridor. A massive rotating spiked column of death chases you up the corridor so any delay will turn Crash into fur jam. The only reason to stop for a split second is to wait out the flames jetting from the north wall in numerous spots, but otherwise keep moving all the way to the top. When you reach the TK, jack it immediately so you're on the small ledge and out of reach of the rotating column as it goes by. When the column stops at the end, it stays there but the flame jets are still active.



Use the TK to lock onto and activate the switch on the wall just outside the chainlink fence. When the electricity above is turned off, use Crash to climb the fence and access the

higher level. As soon as you set a furry foot on that level another chase ensues, rotating column of death in tow. Repeat the process from below, running all the way to the top and taking refuge on the small ledge at the end.

13. PROTECT NINA'S SCHOOL PROJECT



Follow the upper balcony and through the open doorway into the empty classroom beyond. Two spin discs require full activation to open the double bars blocking the north window. Get spinning! When both bars are locked open, hop through and enter the classroom below to find a special friend.



After an entertaining chat with Nina, Crash must protect her school project from destruction before she'll help. Nina's project is in the center of the room surrounded by numerous turkey-launching cannons. The cannons start launching from the southeast and fire one at a time counterclockwise. Normal attacks against the flying turkeys work well, or you can use Crash's Spin Jump if you get the timing down well enough. Destroy each of the steaming cannons with their own poultry projectiles before the project is destroyed. It can only take a few hits before the glass is shattered!



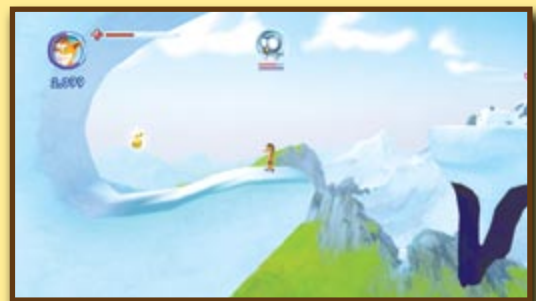
Keep the TK with you when leaving Nina's School.

Once the project is saved, Nina tells you a bit about Cortex's plan and where you must go for the next stage in the adventure. The next stage is located deep in the desert Wasteland. You must travel to the massive locked set of doors to access the secrets smothered in the muck of the Junkyard. On the return trip from the school, climb high up to the place where you found the Nina Voodoo Doll (above the ice wall climb). Collect the x2 power-up and use the TK's Heavy Attack to get through the tall ice block wall at the west end of the high ledge, then pull down the TK icicle to create a jumping platform. Quickly pull down the second icicle to the west and collect the Golden Mojo. If your multiplier isn't high at this point, you can jump across this section without collecting the valuable mojo.



Keep traveling west until you reach the TK switch. Activate it with the TK's telekinesis ability and ride the now moving platform high up above to the hidden area. The Golden Mojo in the down tube doesn't have to be collected right now; just don't jump on the elevator when it's at its lowest point or you'll nick the mojo, too. Jump on the elevator as it's moving up and ride it high above. The snow covered rocks west of the elevator platform are a new type of tilty prop so you must jump across them quickly or be dumped down below to the main path. When you reach the third rock, quickly get to its west ledge and double jump to the western high ice shelf and your next fruit.

Golden Wumpa Fruit



This yummy golden delicious is high above the main path on a hidden western ledge, accessible only by the TK switch-controlled elevator to the east.

Era 2

14. DEFEND WUMPA ISLAND



Note

If you'd like to jack a Ratcicle Hero for your adventure, one can now be found in the Ice Prison. Be warned, though, it makes for a long detour back to Wumpa Island! You can get there through the northeastern cave in the Ratcicle Village but you'll have to travel through the ice flow again if you decide to venture that far off the beaten path.

Upon leaving the Evil School area, talk to the Ratcicle Kid outside the gate to learn that someone's attacking Wumpa Island! Travel south from the village quickly, across the T-bridge and up into the mountains. Cross the stony paths of the Ratcicle Kingdom, and back down the Dominator as quickly as possible to prevent the Snipes and Spikes from destroying Crash's House!



Go after the Snipe first to gain access to its ranged attacks. The attacking Spike is a slower target for the fast-moving Snipe who can quickly move away and keep the thorny foe at a distance for target practice. Take the western bridge up into the mountains, destroying anything that gets in your path.



Jack the Ratcicle when you get to the northern river crossing, but instead of going east into the huge cavern, take the second river crossing west toward the coliseum. Eliminate the Snipe soldiers along the way at the river bank and then climb the long stone walkway to the top of the ridge. When you're ready, jump down to face the Spike Hero and his gang. If you're still riding a Snipe, use its special ranged

machine gun attack to embarrass the Spike hero with a quick defeat. Be sure to jack the hero immediately as you can use him against his peon Spike gang members. The Quad Damage power-up is floating above the coliseum floor; if you want that advantage in battle, use Crash to climb back up the stone walkway, double jump off the ledge to collect the power-up, and lay the smackdown on the rest of the Spikes. When this battle is over, collect the Hero Key and you're magically transported into the desert and the locked door that previously barred progress further into the Wasteland.

15. TRAVEL TO THE JUNKYARD

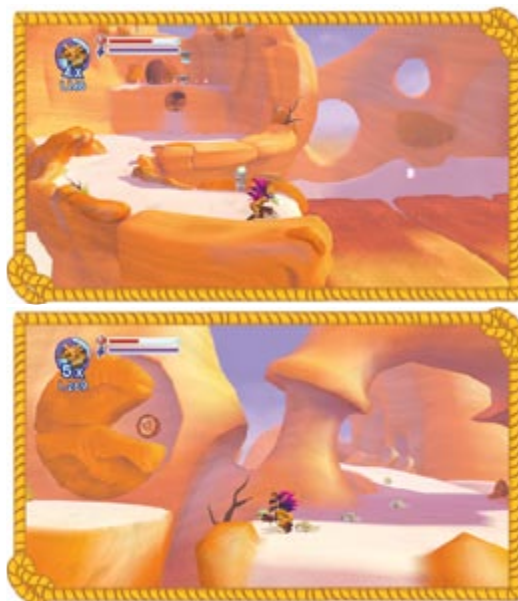


When you're teleported to the desert, the previously locked doors swing wide invitingly. Before going through the large doors though, you should take a slight detour but only if you have a Snipe; otherwise you can skip this next brief part and come back to it later. Head south back into the desert arena and follow the eastern doorway leading back to the Rhino-Roller Village. Go to the southernmost path in the village and use Crash to double jump up to the high western ledge and the exit to the target shooting cave. Jump onto the levitating stone platform and ride it while locking on and destroying the few targets to collect the prize.

RhinoRoller Voodoo



After destroying all the targets, the Voodoo Doll appears at the bottom level where the platform docks against the main path.



Now return to the RhinoRoller Village and out the northern doorway leading back to the desert arena and eventually the locked door. Instead of going through the door, climb up the high vertical wall climb. When you pop over the top, jump all the way down into the sandstone amphitheater and follow the main path south. You'll remember this area as the way you came in on your initial trip through the desert. Cross the numerous floating rock bridges and keep going south. At the west/east fork go west to the isolated rock platform with the spinning wheel. This is the last target puzzle and your next prize.

Crash Voodoo



Lock onto each individual bullseye and shoot just before the gap in the rotating wheel exposes the target. When each of the four is destroyed, a floating rock platform approaches from the south. Hop a ride on it to a hidden area where you can collect the next Crash Voodoo Doll.

WASTELAND REGION 7

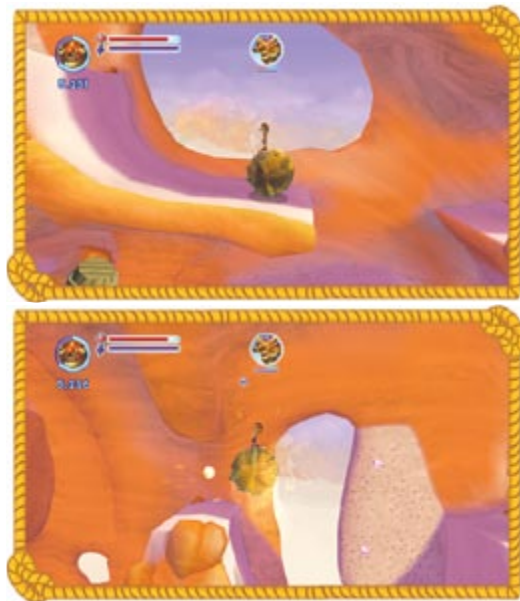


This last desert region spans from the locked doors to the Junkyard entrance.



Secret Golden Mojo!!!

In Era 2, return to the front of Evil School. There will be two Scorporillas present. Defeating them releases some Golden Mojo. Note that this is a one-time secret and these valuables won't appear again.



Now the side chores are complete and you can return to the "locked" door in the desert. Jack a RhinoRoller to get back up the wall in the sandstone amphitheater and get up to the top level. Follow the path north to find the RhinoRoller Village again, and leave via the northern cave which eventually leads back to the locked door to the final desert area before the Junkyard. At the fork in the path just through the doors head uphill. Continue west on the high path until you reach the first half pipe; on the west side of the pipe is a Golden Mojo on the east side high above the lip is a Golden Wumpa Fruit. Just boost hard enough to get the fruit, but you don't have to continue west this way if you don't want the mojo right now.

Golden Wumpa Fruit



A big boost with a RhinoRoller is all you need to reach this fruit, high above the east lip of the half pipe.



Roll down to the bottom level and continue west. When you arrive at the steep vertical walled quarter pipe you must get up to the high eastern ledge. Use the RhinoRoller's boost and jump to get enough speed and height to reach the ledge (you should be rebounding off the ceiling to redirect to the eastern ledge). Roll up the path to the east as it gains elevation but stop before the drop off. Now turn around and boost down the hill, jumping soon enough to gain height to access the high western ledge. Follow the high west ledge to your next prize, then drop down below and continue on to the Junkyard.

RhinoRoller Voodoo



High above the exit to the Junkyard, this last RhinoRoller Voodoo Doll awaits your collection.

16. FIND CRUNCH AND N.BRIO

JUNKYARD REGION 1



The first region of the Junkyard extends all the way to the doorway in the far north.

Sludge Voodoo

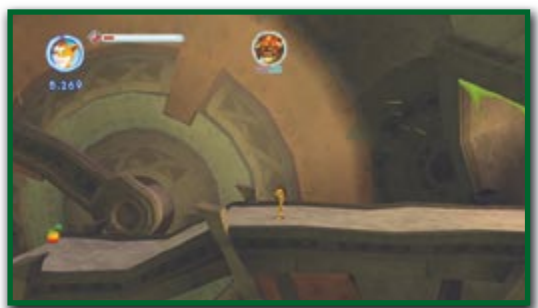


The first Sludge Voodoo Doll is right at the beginning of the level suspended over the cab of an old truck. If the truck is inadvertently destroyed, the Voodoo Doll will still be suspended in mid-air at the top of the first hill you come to.

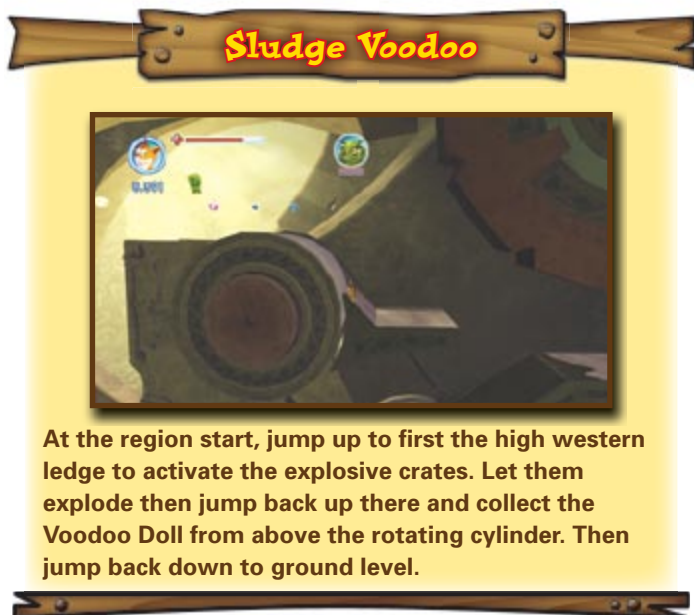


Follow the main path north, careful to avoid the toxic sludge pools which not only cause damage but eradicate your multiplier. Also, be cautious not to destroy too much of the surroundings such as vehicles that may provide safe platforms to jump across toxic pools. Break all the TVs you see though as mojo is found inside them. Rocket-firing vacuum cleaners dot the path and without a mutant to destroy them with can be a challenge to avoid before being blasted.

JUNKYARD REGION 2



The second Junkyard region includes the entire west traverse along the industrial complex right up to the area underneath the Junkyard arena.



At the region start, jump up to first the high western ledge to activate the explosive crates. Let them explode then jump back up there and collect the Voodoo Doll from above the rotating cylinder. Then jump back down to ground level.



Stun and jack the first Sludge you find; you'll need its morphing ability to access several areas in this region. After collecting the Sludge Voodoo Doll near the entrance, continue west to the double rolling cylinders. Double jump over the gap between the two cylinders or you'll get sucked down below repeatedly. Collect the x2 power-up from the lower platform then quickly scoop up the nearby mojo before heading further west to the first large spinning wheel. Jump on the east side of the wheel and climb up as it starts to spin.

Soon you lose ground so you'll have to jump along short sections of the wheel to make progress as it begins to spin faster. Keep jumping across the face of the wheel until you get to the top western ledge.



Sludges can morph flat into a goo puddle so they can travel under obstacles.



At the double rotating sprockets, double jump over the gap in between them. You may slide off the second sprocket if Crash doesn't catch a ledge during the jump. Ride the second sprocket until Crash can Spin Jump to the wire wheel above it. Climb and jump up the east side of the wire wheel to get high above to the western ledge.



Up on the western ledge, locate the short sludge path leading under the step but don't follow it. Continue west along the high path to the Junkyard arena. At the west end of the arena is your next prize.



Destroy the two crates in the Junkyard arena to reveal this Voodoo Doll.





Now return to the Sludge path near the start of this western ledge area. Drop down below to the toxic pools and dispatch the gooey opponents there. Fight hard to keep your mojo multiplier safe as you must collect one of the Golden Mojo to progress west past this area. One Golden Mojo is below the next sludge path in a very hard to see spot under the vertical wall and the second mojo is in plain sight above the same platform (the one with the spike box). Take your pick, one of them has to be collected now. Continue west through the tunnel to reach the next region.

JUNKYARD REGION 3



Junkyard Region 3 includes the entire outdoor area surrounding the Sludge Village and both northern forked paths.



Immediately upon entering the Sludge Village, Crash is attacked by a small horde of Sludges. Use Crash in this fight to be able to counterattack the Sludge's fast and wide swinging attacks. Try to isolate one Sludge at a time or their combined attacks can easily put Crash down like a lame horse.



After the fight, several Sludge folk ooze out from their hiding spots. Talk to them to find out what's going on around here. Talk to each Sludge folk twice to complete the current mission and initiate the next. Apparently N.Brio has been extremely busy in this noxious neighborhood.

17. SAVE CRUNCH



Spin, spin, spin on the spin plate near the eastern gate to lower it. Jack the TK and head north along the eastern path. Use the truck to jump across the polluted pool to reach the TK switch. Have the telekinetic chicken activate the switch to lower the two spinning poles of doom. Continue north along the path to access the next area.

DEFEAT CRUNCH!



Crunch can't help himself. He's overcome with joy and lack of fiber at all the monkeys he sees in his waking dreams now. He must obey N.Brio! Jack the TK if you don't already have one and collect the Sludge Voodoo Doll from the east side of the room. In the first part of this boss fight, you must blow up the missile-firing robots that Crunch is using to attack. Each robot has an open and closed state that they switch between and they can only be damaged when they're open. Use the TK to lock onto an explosive crate. Then while locked on, target one of Crunch's robots. Release the telekinetic lock and let the crate fly. Oh yeah, don't forget to dodge the incoming missiles! No problem, right?



In the second stage, Crunch is protected by a series of metal plates. Crunch goes into attack mode and while hiding behind the plates he prepares some special grenades to chuck at Crash. You can't target him while he's hidden, but wait for him to jump up and get a TK lock on him. Then, very quickly, target the spinning spiked columns on either side of Crunch's platform and send him hurtling into one of them to cause some major damage. Repeat this process until Crunch's health bar is reduced to zero.



In the third stage, you must jack Crunch and use his ranged weapon to attack N.Brio while fighting off howling hordes of Doom Monkeys. The problem is that N.Brio is running back and forth hiding behind the walls of the high balcony. Use Crunch's Heavy Attack to easily deal with the Doom Monkey's on the platform and then target each wall section to blow it to smithereens with Crunch's grenades. When each of the five wall sections are destroyed, exposing N.Brio, he has nowhere left to run.

Sludge Voodoo



The next Sludge Voodoo Doll is right out in the open on the east (right) side of the room during the Crunch boss battle.

18. TRAVEL TO MOUNT GRIMLY



Backtrack to the Sludge Village and speak with the oozing inhabitants. Jack the Sludge at the now lowered gate behind them and proceed north along the toxic path. Just past the first flamethrower, climb up on the east side of the path to the high ledge above. Switch to Crash and jump to the high wire crossing the toxic path below.

Sludge Voodoo



Shimmy across the first highwire to collect the fourth Sludge Voodoo Doll.

Golden Wumpa Fruit



Jump down from the first high wire across the toxic path to the rock ledge on the west side. Destroy the first TV just north of here to collect this yummy fruit.

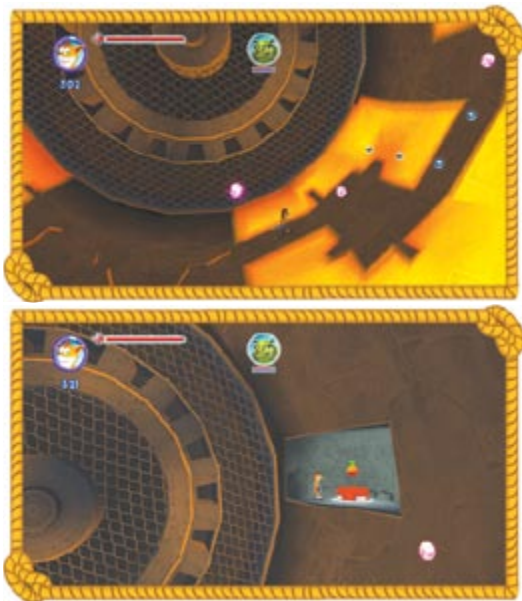


Jump up on the second high wire across the toxic path and shimmy across toward the east side. If you don't want the Golden Mojo now, double jump to the rock ledge below on the same side of the path. The TV across the path right here contains another Golden Mojo, so destroy the TV from a distance if you can—just as a reminder that the mojo is there. Collect it if you like but we're leaving it for later. Climb up the spiral column to the top and jump to the north ledge. Climb to the high ridge and head east to reach the next region.

JUNKYARD REGION 6



Junkyard Region 6 includes the last path on the final ascent to Mount Grimly; from the giant hamster wheel to the front gates of the evil mountain to the north.



Save your game at the tiki and run into the giant hamster wheel. There are two switches hidden behind the west and east walls of the wheel that must be activated to open the double locked gate just northwest of here. There are two parts to this lock but they can be done in either order. Run counterclockwise all the way to turn the wheel enough to expose the eastern switch, then climb up the wire wheel to reach the platform and hit the switch. Then jump down and run clockwise in the hamster wheel to turn it all the way in the opposite direction and expose the western switch. Climb the wire and activate the second switch to fully open the double gate to the north.

Sludge Voodoo



After the hamster wheel lock is solved, climb up to the top of the wire wheel to collect the last Sludge Voodoo Doll.



Now the double gate is open, follow the path north towards Mount Grimly. A fierce wind starts to blow, pushing Crash toward several deep chasms off the mountain; be very careful around any gap jumps or you may be dumped to your doom. Travel west along the howling ridge but stop at the far cliff climb and look further west at ground level to a very unique feature (see the note). Destroy all the tombstones at the high plateau and turn north towards the mountain looming in the distance.

Note



Note the spiked obstacle marking the location of a Golden Wumpa, which can't be collected until you smash this obstacle with a spike. You'll have to come back.

Crash Voodoo



This doll is directly north of the tombstone plateau. Jump across the windy chasm to reach the second eastern isolated rock pillar rising from the sea to collect the next Crash Voodoo Doll.



19. SAVE URA URA



MOUNT GRIMLY REGION 1

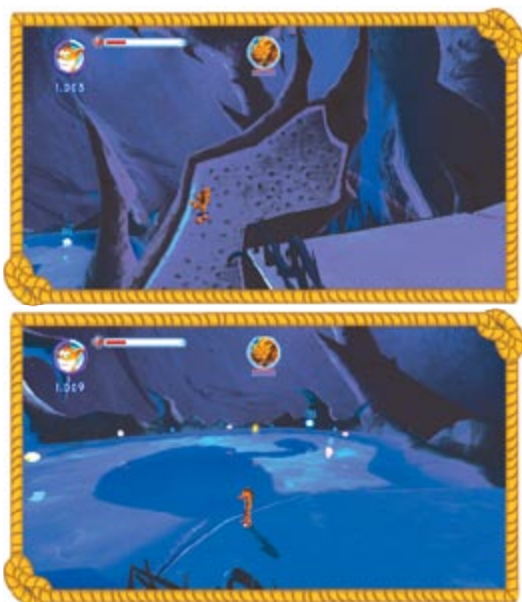


Continue north along the main path defeating the new enemies that pop up: Znu. These minions bounce around a lot but beware the ranged energy projecting from their eyes! The remainder of the path to Mount Grimly grows short now. Climb the short series of rock ledges and make your final ascent into the howling mouth of the mountain.

Inside Mount Grimly, the first region extends north up into the massive cavern.



You must save Uka Uka from the mojo milking machine! But first, it's a long trek through the massive mountain and there are some new fiends to face: Grimlies! Prepare for battle; a few steps north into the tunnel and Crash is attacked by Bat-tlers! Crash is outnumbered by these foul foes. Stun and jack one quickly by counterattacking, then use its flying swoop attack against the rest of them.



Proceed north up the path and find the wall climb leading down; it's where the path turns sharply east. Climb down and have a look over the water. You need a Ratcicle to surf the path but there's a x2 power-up, a Golden Mojo, and a Golden Wumpa out there above the water. You'll have to come back to this later with a Ratcicle.



Climb back up to the path and follow it as it climbs uphill to the east. Climb the tall vertical wall climb and prepare for combat. Finally, you meet the infamous Grimly! Stun and jack a Grimly as quickly as possible and then use its Slow Time special attack to achieve some multiplier mayhem with normal attack combos. You should see your mojo multiplier increasing quickly now.



Always try to keep a Grimly with you from this point and on in the story to quickly upgrade Crash and all the mutants, but make upgrading the Grimly your first priority.





Grimly's have the ability to slow time; this comes in very handy when crossing rotating bridges like the one you must cross now. Activate Slow Time and jump across the bridge from platform to platform as each of them rotate closer to a horizontal position. Stay as close to the bridge's central axis as possible where it's easier to keep your footing. Use the Znu and Grimly at the north end of the bridge to raise your multiplier, then collect all the mojo on this plateau before attempting to outrun the boulders.



Stand at the north end of the plateau and wait for your Grimly's special meter to fill up. As a boulder rolls down the ramp, activate Slow Time when it reaches the midway point. Jump onto the ramp and quickly get up to the western ramp higher above. There should be ample time in slow motion to reach the next ramp before a boulder turns Crash and Grimly into a stain on the rocks. Continue up the ramp and through the exit to reach the next area.



Follow the path west to the next save tiki and a small rock plateau populated by Znu and Grimly. Defeat the local opposition before collecting the mojo from the crystals, then turn your attention to the north. Use the special fruit dispenser before attempting this double trap section. Stand on the higher part of the path before it drops down to where the spike traps impact. Activate Slow Time and when the first arm has hit the ground and starts moving back up, glide quickly (don't jump!) to the north to get in between the two spike trap's arms. Stop in between the two arms to allow the Grimly's special meter to fill back up. Repeat this strategy for the second arm and you'll get through without losing your mojo. Continue the steep climb up to the northeast and leave via the cave tunnel exit.

MOUNT GRIMLY REGION 3



This region is contained within this one large cavern from the tunnel entrance all the way north to the giant TK wall puzzle.



Now that you've got the Grimly, you don't need to be as reluctant to collect the rare Golden Mojo. Always use Slow Time when attacking enemies to prolong the period that their bodies contribute to the hit counter before flashing out of existence. Work your way east along the path until it curves around to the north and you arrive at a series of platform jumps. These are another form of Slow Time obstacles. Wait for the falling rock to appear and bridge the gap between your platform and the next one to the north. Then activate Slow Time and jump to the falling rock and again to the static platform beyond. You must complete several of these jumps before reaching the far northern end of the cavern.



At the north end of the cavern, turn east and follow the narrow path to the massive TK wall puzzle. Unless you've been packing a TK with you for a long time, you'll have to come back to this one later; there's a Golden Mojo and a Golden Wumpa Fruit at the top of the puzzle. If your multiplier is high now, collect the Golden Mojo at the east end of the wall puzzle platform hidden behind an ice crystal. When you're done here, follow the narrow path back up to the northwest and leave this cavern.

MOUNT GRIMLY REGION 4



From the tunnel entrance, this region spans the entire two-tiered cavern with the swinging axe blades and collapsing bridges north up to the tunnel exit in the north wall.



There are many Znu in the cavern ahead to use as fodder for a high hit counter. Attack one group at a time, allowing a breather between fights to recoup any special power losses

before attacking the next group. It is quite possible to get your Mojo Multiplier up to x20 in this small section alone. At the far end of the lower level you find your first Voodoo Doll in Mount Grimly.

Grimly Voodoo



This Grimly Voodoo Doll is hidden between two stone pillars at the end of the first level.



When you've cleared out the lower level of Znu and Grimly, and also collected the first Grimly Voodoo Doll, run south far enough to climb up the ledge that leads high up to the second level and the start of a deadly trap series. Stand on the rock platform before the first swinging axe blade and watch the rhythm as it swings across the collapsing bridge. Timing is crucial here; activate Slow Time and start running as soon as the bridge comes back up, but ONLY if the swinging blade is on its way AWAY from the bridge. If the blade is moving

toward the bridge when you start moving you'll get hit. The second and third bridges are similar challenges; patience pays off huge dividends here. Don't rush it. The fourth bridge thankfully doesn't have an axe swinging over it, so don't get caught being sloppy here. Leave the cavern via the exit in the north wall.



The timing of the swinging axe blades and the collapsing bridges aren't in synch. Look for the best opening to cross the bridges approximately every third axe swing.



If you've managed to hang on to an impressive multiplier, head east along the path immediately in this area and climb the tall vertical wall climb. Grab the x2 power-up at the top and jump up to the subtle rock ledge above. Shimmy east and collect the Golden Mojo. Jump back down and run west to the middle platform with many tombstones and crystals. Collect all the mojo from these as the Grimly and while the x2 power-up is still in effect. Move up to the northern branch of this forked platform and smash the last tombstone there.

Grimly Voodoo



This Voodoo Doll is fairly well hidden behind the tombstone on the northern dead-end pathway, just after the vertical wall climb.

Crash Voodoo



Climb this second large vertical wall climb. At the top, jump to the high, horizontal rock ledge and shimmy east along its length to collect the twelfth Crash Voodoo Doll.



Activate Slow Time and jump across the rotating bridge heading west. The path now turns north and approaches another rock plateau filled with tombstones. Collect all the mojo from the items here to get a clear view of the bridge beyond. Use Slow Time again to get across this bridge to the northern platform. Before leaving this platform, note the wall climb leading high above.

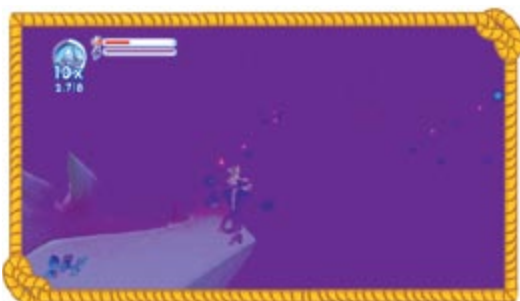


When you're ready to continue, head east as Crash, double jumping across the quickly sinking rock platforms. Take a break to gather your senses before attempting the rotating bridge to the north. This bridge is only two rotating platforms, but don't underestimate it—one slip and you're history! On the far side, climb the final ascent into the misty mouth of doom.

MOUNT GRIMLY REGION 5



This region is the misty cavern where vision is blurred and ghostly things haunt—enough said.



This misty cavern can be a little disorienting at first but it's really not as daunting as it seems. There is a trail of mojo that leads to the exit so if you get lost, just look for the mojo. There are only a few side tracks to follow to collect items, so go slow and you'll be fine. Follow the very narrow path north to the first platform, then take a right turn and another right and you'll come to a dead end and another Voodoo Doll.

Grimly Voodoo



This Voodoo Doll is very close to the entrance. Take a right hand turn and another right hand turn from the skinny path leading north. Follow the sound through the mist to the dead end.

Now return to the first large platform and travel due east up a short ramp. At the top, you might run into a security robot, but just north in a hard-to-see nook is a Golden Mojo. If you want the mojo now, return to the bottom of the short ramp and collect the x2 power-up just north of the bottom of the ramp then grab the gold. When you're done here, return to the western part of the first large platform yet again. Follow the wide path north until you reach a step up and a wooden bridge heading west.

Crash Voodoo



Follow the spiral ramp up and around, collecting the Golden Mojo as you rise, and then the Red Shoes power-up. Then run and jump off the high dead end to collect the Crash Voodoo Doll suspended in mid-air.



From the platform underneath the Crash Voodoo Doll, there's only one path leading north. Follow it until you reach the spinning blade wheel. Activate Slow Time and jump through the gap between the blades to reach the far platform. When you reach the next circular area to the north two Battlers attack. Remember to pocket your mutant if you're in danger of losing it during a battle! When the area is clear, proceed up the path to the north and through the tunnel exit.

MOUNT GRIMLY REGION 6



This region of Mount Grimly starts when you leave the mist of the previous cavern and includes the co-op balancing board puzzle in the beginning and the long climb north along the stone ridge.



The Mount Grimly co-op balancing board is right next to the entrance. Depending on your current multiplier, you can do the co-op board now or head south along the path to the first plateau where many enemies await. There are two Golden Mojo and the Grimly Voodoo Doll on the balancing board, so it's worthwhile to build your multiplier before completing it. Continue east along the path as it climbs high into the cavern. Small bands of Znu attempt to stop you, but their flashlights are no match for a Grimly or Crash for that matter. Use Slow Time to cross the long rotating bridge leading north to the cavern exit.

MOUNT GRIMLY REGION 7



The Mount Grimly arena where Uka Uka is being held captive is the seventh region in the dark mountain realm.



Not only is this the Mount Grimly arena, this is where you'll face the second largest titan in combat: the Yuktopus! The horrible Celtic creation guards the machine milking Uka Uka of his evil mojo, so you'll have to get past his furriness to accomplish this mission. There are four huge generators on the arena floor that can only be destroyed by the Yuktopus' energy blast, so you'll need to stun and "Jack the Yak" as soon as possible. Clear out the area of Znu and Grimly so you can face the Yuktopus one on one (at least briefly). If you need a break during the fight, hide up on the high north ledge with Uka Uka and only a few minions may bother you. This is a great place to let your special meter fill back up if you're using a mutant in the fight. When you've jacked the Yuktopus, use its ranged energy attack against the generators. Instead of firing four times (once for each generator),

line up two of them in a diagonal shot and the process takes half the time and you only have to find half the enemies. With the destruction of the generators, Uka Uka is freed from his cake-eating hell and you're on to the next quest.

Era 3

20. COLLECT UKA UKA'S BONES: UKA'S VENGEANCE



So Uka Uka's reluctantly agreed to help you find Cortex if you can find his stolen Voodoo Bones that are scattered across the island. This mission involves revisiting three areas you've already been through and facing the titan heroes that guard them; you'll be going to the Wasteland, Ratcicle Kingdom, and Wumpa Island in no particular order. The best part is that Uka Uka grants you access to the teleporters, allowing for very quick movements across most of the entire island. But first, you've got to reach the teleporter from Mount Grimly. Leave the arena via the lower doorway that Uka Uka opens up in the north wall.



When you hear the painful wail of the Yuktopus' bagpipes, run for cover!

MOUNT GRIMLY REGION 8



After leaving the Mount Grimly arena, this region starts at the massive floor switch and follows the path north out of the mountain to the teleporter.



Clear out this last cavern and jump on the giant floor switch to open the locked mountain exit. There are two Golden Mojo nearby: one on the east edge of the exit platform and one in hidden in a nook on the right side of the exit tunnel.

Follow the path north out of the mountain and use the Yuktopus' crazily strong attacks to obliterate any opposition you stumble across.

Grimly Voodoo



The last Grimly Voodoo Doll is on the right side of the path as you travel north from the mountain, floating above a small rock platform. If you want to keep the Yuktopus, you'll have to dismount quickly and jump up to the Voodoo, then very quickly re-jack the Yuktopus before he disappears.



There is another Golden Mojo in the dig section below the Grimly Voodoo Doll. There are three entrances to the dig tunnel; one behind a tombstone at ground level and two on the rock ledges on either side of the path. You can't take the Yuktopus much farther along the path due to a large gap jump, so you might as well ditch him now and collect the Golden Mojo if you want it. Keep your Grimly and continue north along the path leading away from the mountain. Use

Crash to double jump the gaps and then enter the short cave beyond. A few Znu are all that's between you and the teleporters—well, almost.



In the next cave, you're high above a massive cavern. It may not look familiar now, but drop off the high ledge to the platform below. You're back in the area you first fought the Grimly, but now Cortex's elite Stenches have found you and they're out for blood, or fur, or something. Fend off the Stenches and Slap-E's using the Grimly's Slow Time ability to launch combos and dodge the Stenches' projectile weapons. When the smell has dissipated, head west to the teleporter platform.

THE TELEPORTER ROOM



The choice is up to you regarding the order that you visit Wumpa Island, Wasteland, or the Frozen Coast (Raticle Kingdom). There is no particular advantage to choosing the order the bones are collected, but feel free to follow our progress from this point.

The Frozen Coast



Upon returning to the Raticle Kingdom, you'll notice immediately that the opposition has strengthened their ranks. Slap-E's, Spikes, and Magmadons greet your arrival, but they're not much of a welcoming committee. Proceed north from the teleporter and up the vertical wall climb. Stay on this path and soon you'll reach the security room, and the massive ice wall climb level. When you jump down from the massive ice wall, save your game at the tiki and eliminate any opposition in the area. The tunnel north of here is now forked. Take the left tunnel (heading west).

RATICLE KINGDOM HIDDEN REGION 1



This mystery location contains an indoor waterfall that leads to the first of Uka Uka's Lost Voodoo bones.

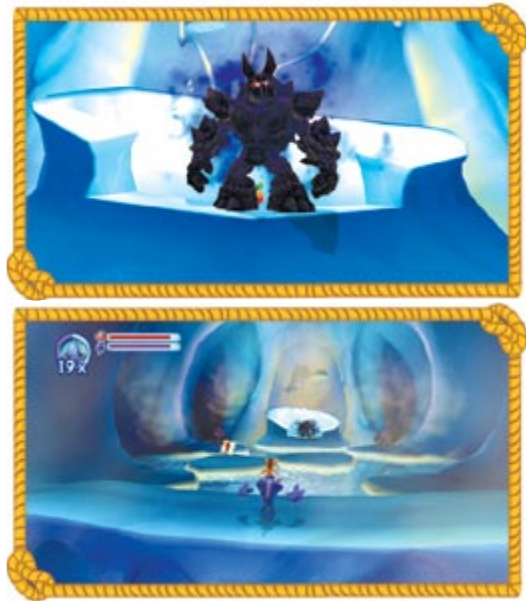


Use Slow Time to jump across the tops of the massive falling icebergs that line up across the incredibly huge waterfall. Collect the special fruit on the other side and continue north along the path, dealing with the Grimlies and Brat Girls that guard this passage against intruders. Collect the Wumpa Fruit from the isolated ice column on the west side of the main path and the Red Shoes power-up from the east side of the path before leaving the cave through the northern passageway.

RATCICLE KINGDOM HIDDEN REGION 2



The second part of the mystery location is where the battle for the Voodoo bone occurs.



Climb the series of short ice ledges to the second level and you find yourself face to face with the Magmadon Hero and his two shelled cohorts. Their steamy home inside this ice cave has a floor of boiling water and only a few floating ice platforms to stand on. Jump across to the western ice platform and collect the Quad Damage power-up, then lure the closest Magmadon into attacking. The key to winning this fight is to not have the three of them gang up on you at once. Jump around a lot until you've separated one from the pack then lay the smackdown! Having a Grimly in this fight makes it embarrassing easy as the Magmadons slow reactions make it even harder for them to compete against a Grimly Attack Flurry in Slow Time. Defeat all three Magmadons and jack the red Magmadon Hero when you're done. Collect the Uka Voodoo Bone and you're magically transported back to the teleporter room at Mount Grimly.



There is a Wumpa fruit in the iceberg where the Magmadon Hero begins this fight.



The Magmadon Hero is one mean looking titan!



Where to next?

Wasteland



The teleporter to the Wasteland brings you to the highest ledge above the sandstone amphitheater. This is, incidentally, the area where you'll be upgrading all your mutants if you're following the recommendations set out in the Fastest Way to 100% Game Completion Appendix. Follow the path

north past the cacti and go north again where the path forks. You're heading back to the RhinoRoller Village, so you'll have to trek through the vast open desert dunes again as well. The desert inhabitants haven't changed much; Rhino-Rollers still abound in the dunes, but in the caverns more Snipes wait in the shadows.



When you're back in the RhinoRoller Village, talk to the Rhino-Roller cub to find out that one of the other cubs has gotten itself lost and captured by the Snipe gang. This is coincidentally the same Snipe gang you're looking for, as their leader has the second of Uka Uka's Voodoo Bones. Travel northeast of the village through the upper cave entrance shown in the scene. You now enter a new part of the RhinoRoller Village.

WASTELAND HIDDEN REGION



The Wasteland mystery location was in plain view from the RhinoRoller Village the whole time.



The upper and lower levels in this cavern are lined with Snipes, and that means long ranged attacks. They can hit you from almost anywhere, so you'll have to travel slowly and systematically take out each one. The lower level is a dead end; you can follow it north collecting mojo, but you'll have to leave via the southern cave exit and reenter this region by the upper level entrance from the RhinoRoller Village. Follow the upper stone walkway to the north where parts of it have broken away with time. Crash can double jump these gaps, but if you've got a mutant with you, most of them can jump the gaps as well. Continue north along the high walkway and leave through the cave exit at the far end of the cavern.



This small cave is peppered with Snipes, so you'll have to be fast getting rid of them. Stun and jack a Snipe if you don't have one already, then use its special machine-gun projectile attack to keep turning in circles throwing hundreds of feathers at the enemy Snipes. If your aim is good, you'll hit some of the explosive crates in the room which causes a lot of damage to nearby enemies. When the carnage in the room is over, jump on the red floor switch in the center of the room to open the locked gate in the north wall.



The Snipe leader is waiting in the wings in this precarious room, riddled with high ledges and deep chasms into the abyss. If you're on a jacked Snipe, travel slowly or risk losing your footing as you move along the narrow ledges lined with boxes. Immediately upon entering this room, make your way around the ledges destroying the exploding crates and clearing off the walkways so it's easier to move. The Snipe leader has the same attacks as a regular Snipe but he's faster; keep moving or you'll be on the receiving end of some machine-gun feather fire. Crash can take the fight to the Snipe leader by getting in close and removing the fiend's ranged advantage. If you have a Snipe with you, its special ranged attack works just as well against the leader as it does against other targets. When you've defeated this hero, jack it quickly and collect the second of Uka Uka's Voodoo Bones from the north end of the cave. Again, you're magically transported back to the teleporter room when you grab the bones.



One last destination...



...back to Wumpa Island!

Wumpa Island



The teleporter to Wumpa Island sends you to what should be a very familiar place now. Travel north from the teleporter along the island path and up across the tilty props to the west. As you jump down to ground level from the collapsing bridges, you'll see a new floating walkway leading north;

and north is where you must go to find the last Voodoo Bone! Jump across the series of walkway sections to reach the cave entrance on the north side of the river.

WUMPA ISLAND HIDDEN REGION



This mystery location could be seen on the north shore of the lake, but remained inaccessible until now.



And you thought Mount Grimly was creepy? The phantoms that haunt this giant old tree don't like unexpected visitors! Follow the creepy path north and fight off the Grimlies that want to keep you from their hallowed secrets. Jack one of the Grimlies if you don't have one already and use its Slow Time ability to defeat the two Snipes guarding the tree's entrance. Jack one of the Snipes before heading inside.



In the next cave, use the Snipe's ranged attack to eliminate the Grimly on the ground floor and the Snipe on the western ledge above. Jack the Grimly and jump up to the western ledge. Use the special fruit dispenser if and when you need it to maintain a full special bar for using Slow Time to get north along the high boulder track. You only need to get halfway along the track before you can take a break on the eastern ledge. But the Snipe on the western ledge may have other ideas. Use your Snipe's special ranged machine-gun attack to kill the Snipe opposite you. Then activate Slow Time as a boulder passes the eastern ledge, jump onto the track, and get to the north end as fast as possible. At the end of the track, jump diagonally down to the lower platform on the west side to leave this cave.



Welcome to the Grimly leader's throne room! This phantom and his undead legion are not in the mood to play around so you'll have to teach them a lesson. If you still have a Snipe, shoot the first Grimly from the safety of the southern platform. Be careful jumping across the spikes with a jacked mutant. It's almost wide enough to require a double jump so you may want to switch to Crash to get across. Look for the skinny vertical wall climb in the southwest section of the main throne room area; climb up top and jump to the nearby ledge to collect the Quad Damage power-up. Jump back down into the fight and smack the pointy heads right off their bony shoulders. Go after the Grimly leader first. If you can jack that mutant, the rest will fall easily in slow motion. When the fight is over, collect the last of Uka Uka's Voodoo Bones and you're magically transported back to Mount Grimly.

21. RETURN TO UKA UKA



From the teleporter room in Mount Grimly you must trek back to the chamber where Uka Uka was being held. Head north across the rotating bridge and up the boulder track. In the next cavern, your favorite spike traps wait to crush you into pie filling—Slow Time is your friend! Continue through the caverns tracing your original route back to the Mount Grimly arena.



More Secret Golden Mojo!!!

In Era 3, return again to the front of Evil School and you'll then find two Yuktapi. Defeat them for more secret Golden Mojo! Try hard to keep your Mojo Multiplier high so you can cash in on the one-time only find here.



Speak with Uka Uka to complete the mission.



Uka Uka activates a new teleporter back to Wumpa Island.

22. RETURN TO THE DOOMINATOR



Uka Uka's new teleporter sends Crash back to the Dominator. Run down to the island from the Dominator's back and then jump your way up into the Dominator's head through the now open doorway. Once inside, this brief mission is complete.

23. DEFEAT CORTEX



Inside the Dominator head, destroy the Slap-E's that attack on the ground floor. Then jump up on the right side of the huge wire wheel and collect the x2 power-up. The wheel turns clockwise so you can ride it from there up above while collecting the mojo. On the top level, a huge spinning gear turns in toward a pair of flamethrowers. Keep in the middle of the gear while fending off a small horde of Slap-E's. When you've cleared out the mojo from this area, hop into the teleporter in the giant head on the north wall and blast off for space.

SPACE HEAD



Space, the final furry frontier.

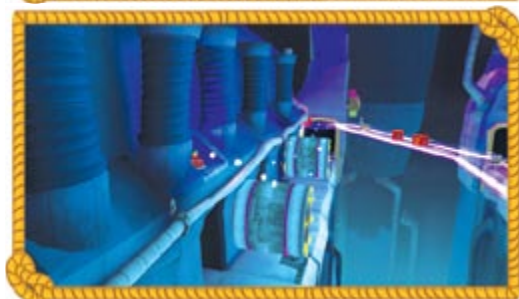


When the teleportation buzz wears off, Crash finds himself in the giant Neo Cortex Space Station. Strangely enough it's a conspicuously crude copy of Cortex's copious cranium! Clear off the entry deck from all the Slap-E's and destroy the crates carefully to reveal a hidden floor switch that unlocks the door in the north wall. Jump on the switch and proceed through the open door into the next passageway.



This circular passageway is a puzzle of sorts. Run counterclockwise (head south) and immediately dispatch any opposition you find here. Beware the Stench's projectile weapons; they seem to have a slight homing ability! Take note when you come to an open doorway with a purple light over it.

Inside is a floor switch. Jump on the switch and the ceiling starts to revolve! These floor switches are locks that allow you to access three different color-coded rooms in the space station. Now you've unlocked the purple room, so off you go. Run counterclockwise through the passageway until you find the purple cable leading up diagonally around the inside wall. Jump on and climb along the cable to where it turns into a ladder leading up to another cable that traverses back across the roof. Shimmy across the cable above the passage and drop down on the far ledge, then backtrack along the ledge to find an open doorway to the west.



Start running south as soon as you enter the purple room or the giant rolling container will squash you like a bug. Follow the path south until a ledge leading up doubles back from the path; run up the ramp about halfway and then stop. From there, jump up onto the top of the rolling container and ride it just a bit farther south to reach the purple energized walkway that runs through the center of the room. Use well-timed normal attacks against the rocket-firing robots, explosive crates, and spiked boxes. Make your way to the far end of the walkway, then wait for a container to roll out from the north. Jump onto the container and ride it south to the western ledge and a floor switch that's bathed in blue light. Now that you've unlocked the blue door, back out in the circular main hall. Jump down from the ledge just as a container rolls by and run northeast along the path, using the small alcoves as shelter from the passing containers. Climb the ladder at the north end to get back onto the purple energy walkway and make your way back to the east side of the room. Follow the high east ledge back towards the door at the north end while destroying or swatting any incoming rockets back at the attackers along the way.



Back in the circular passageway, find the open doorway with the blue light over it, and activate the floor switch inside.



Run back down the passageway to the blue cable. Follow the cable to the blue room.



Run into the center of the blue room; as enemies begin appearing, the room sinks into a series of steps, forming an amphitheater. Defeat the Slap-E's and Stenches to release the glass-encased stairway in the north wall. Climb the stairs and drop off the yellow-lighted ledge to shimmy all the way around the room to the south platform. From there, double jump your way across the levitating platforms to the red-

lighted switch area. Hit the switch and the red door in the main passage unlocks. Jump down and exit via the same door you entered this room.



Hit the switch in the red alcove to access the top of the red cable.



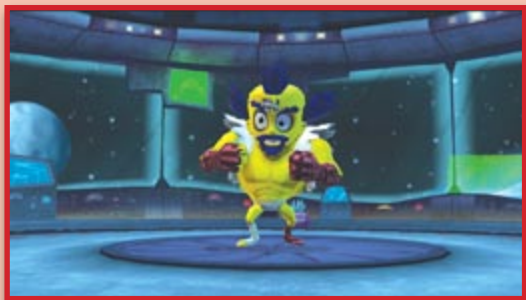
Follow the red cable up and over the main passageway onto the high ledge and the teleporter to the Control Room.

DEFEAT NEO CORTEX!



Cortex has quaffed some of N.Brio's mutagenic formula and turned himself into a giant freak! As Cortex spins out of control, launching all sorts of mojo badness as projectile weapons, dodge any incoming bombs.

You'll need a Grimly for this stage of the fight. If you don't have one, run around the outside of the battle arena and find the Grimly on the edge, just waiting to be jacked and used against Cortex. Use Slow Time and the Grimly's Flurry attack to inflict incredible damage.



When his health bar hits zero, Cortex changes up his game plan. Too bad he didn't bring a change of pants.



In the second stage of this battle, Cortex comes out swinging wildly, and still pantless. He's got a whole host of moves from ground pounding normal attacks, spinning special attack, and a super-powered bellyflop that sends lethal shockwaves rippling across the entire platform. Crash (sans mutant) has all his normal ways of attacking Cortex. Unlike the other boss fights, this stage is more like regular gameplay. However, the single best way to cause Cortex massive damage is to counterattack. The real trick here is that the window of opportunity is very brief and seemingly quite random. Watch for it carefully and counter immediately when prompted as you may not get another chance. When you've stunned Cortex and all his stars are full the real fun starts! Jack Cortex as soon as he's stunned and round three begins.



Cortex's special spinning attack knocks enemies back and potentially off the map! Use the special fruits lining the platform to replenish his special bar.



Use Cortex's foul flatulence to quickly distract rushing enemies.



The belly-blasting bellyflop has a huge shockwave that sends enemies flying. Use this technique as the starter and finish up with a frantic spin attack.



Use all of Cortex's super-charged mutagenic techniques to fend off wave after wave of his formerly loyal minions. When the last Stench falls before Cortex's pantless fury, a spin plate pops out of the floor. Activate it the same way Crash has done so in the past but use Cortex's special spin attack. Keep spinning to raise the column high out of the central floor, taking Cortex and Crash with it. Once the column comes to a stop an ominous looking target appears on the floor far below. Perform a flawless bellyflop attack off the high column onto the target below and watch the fireworks!

The End...or is it?

Epilogue



In the aftermath, there is still a lot to do to clean house on Wumpa Island. Following the story the way we laid it out in this chapter, you're probably sitting at about 50-60% game completion. From here, unless you've been working on the side missions all along, you've still got the various arenas, Challenge mini-games, and the remaining Crash and mutant upgrades to work on. All these tasks are linked to the appendices in this guide. If you're really hardcore and want that 100% completion satisfaction, refer to all the supplementary information in the various appendices and use the checklists provided to keep track of what still needs to be done.

SECRET ADVENTURES

After you've completed the story, Crash can rescue two mutant heroes. Find your way back to these regions and investigate!



Return to the Ice Prison Region 6 where a Ratcicle Hero is being held captive by a Scorporilla and her guards. Rescue him and he joins your adventure!



Return to the Sludge Village in the Junkyard Region 3 to battle the Sludge Hero. If you're successful, he joins your adventures, too!

Optional Missions and Achievements

The optional missions are directly tied into the Xbox 360 Achievements. As you play through the game, you'll notice many optional missions are completed automatically without having to divert attention from the story's main path. To help you achieve 100% game completion (which includes all optional missions), we've added specific strategies in this chapter for the logical groups of missions because the same strategy can be applied to all of them in any given group. Use this chapter along with the Xbox 360 Achievements Checklist Appendix to keep track of your game completion progress.

01 No Place Like Wumpa



Objective: Collect all Wumpa Voodoo Dolls scattered around Wumpa Island.

Reward: Wumpa Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Wumpa Island	R2	—	On the freestanding rock pillar directly east of Coco's second part. Spin Jump to reach the ledge and climb up to collect it.
Wumpa Island	R2	—	The second Wumpa Voodoo Doll is slightly hidden beneath the first tilty prop as you travel west. Run off the west edge of the tilty prop and you may just drop right onto the rock ledge where the Voodoo Doll rests.
Wumpa Island	R3	—	Voodoo Doll number 3 is west of Coco's third part. Spin on the spinning platform nearby to lower the locked gate and access the Voodoo Doll.
Wumpa Island	R6	—	This Voodoo Doll is at the north end of the Wumpa Island co-op balancing board. You can easily reach it alone if you're agile and keep the board balanced by jumping often and not putting too much weight on either side of the board.
Wumpa Island	R10	—	The fifth and final Voodoo Doll is just west of the rock ledge right as you pass through the wooden gate. It's due west of Coco's fourth part.

02 Freezer Burn



Objective: Collect all Ratcicle Voodoo Dolls in Ratcicle Kingdom.

Reward: Ice Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Ratcicle Kingdom	R1	—	The first Voodoo Doll is above the main path in the RhinoRoller section above it. It's difficult to reach the Chimney Jump before you've upgraded Crash and improved his jumping ability, but you can actually get up there by pocketing your mutant close enough to the wall which launches Crash off the mutant's back. You may also be able to reach the chimney by standing close to the Chimney Jump and performing a back flip to gain the needed height.
Ratcicle Kingdom	R1	—	You don't need a mutant here, but without a TK getting up to the top area above the giant hollow stump (aka C prop) can be very tricky. The easiest way we found was to use the TK and stand on top of the C prop, jump and hover briefly to keep the prop creeping upwards, jump off at the eastern edge midway to be able to clear the gap of the C prop as it turns, then get back on top on the other side of the gap and continue to reach the top. The Voodoo Doll is located near the west end of the upper section near the x3 difficult-to-find Golden Mojo.
Ratcicle Kingdom	R6	TK	This Voodoo Doll is quite easy to find. (You almost can't miss it!) As you go up the puzzle wall with the TK, it's right there in the open.
Ice Prison	R3	—	This one is easy to miss. Listen for the telltale hum of a Voodoo Doll as you climb the high ice shard wall toward the prison tower. Watch for a narrow ledge leading east along the column that leads to another climbing section. Follow the subtle route up to the top of the column to collect your prize.
Ice Prison	R5	—	This Voodoo Doll is on an isolated rock column rising from the floor of the cavern. You can see it to the west as you approach the first big wall climb. Climb up the wall and traverse across only a short distance so you can drop down before you reach the first falling icicle. Find the isolated platform below that hides the Voodoo Doll.

03 N is for Evil



Objective: Collect all the Nina Voodoo Dolls in Evil School.

Reward: Nina School Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Evil School	R1	RhinoRoller	The first Nina Voodoo Doll is a bit hard to reach. Use the RhinoRoller's Heavy Boost to get huge air above the vertical half pipe. When you see the upper ledge, move the RhinoRoller west to access the high area and follow the upper path west to the TK switch and the Voodoo Doll.
Evil School	R1	—	Look for the huge TK icicle high above the main path just before the wall climb section. There is another high-elevation path above that you must access, but it can be finicky getting up there. You might want to try using a TK, but there is another way up. Climb to the highest part of the wall climb (around the middle) and find the gaps in the upper level floor. Climb as high as you can into one of the gaps where you barely hang onto the wall and jump to the opposite ledge. You can usually get enough of a foothold to pull yourself up. Alternately, if you jump when an icicle is falling, the resulting impact may be enough to knock you up into the higher level. Try both if one doesn't work. It can take a bit of trial and error but it's worked repeatedly. The Nina Voodoo Doll is above the last springboard as you travel east on the high path.
Evil School	R2	—	Right in front of the Evil School, the Voodoo Doll is levitating above two stacked large wooden crates. Jump and climb up to the top to collect your evil goodies.

04 Hot Stuff



Objective: Collect the RhinoRoller Voodoo Dolls in the Wasteland.

Reward: Desert Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Wasteland	R1	RhinoRoller	This Voodoo Doll may not be the first one you find in the series. It's more likely you'll find this on your way back from the Wasteland the first time, when you're taking a RhinoRoller to Nina's School. The Voodoo Doll is easy to find and out in the open as you travel back along the higher path.
Wasteland	R3	—	This Voodoo Doll is right out in the open as plain as day on the west end of a rock pinnacle.
Wasteland	R5	Any Projectile Mutant	A Snipe works best here, but even a Stench will do in a pinch. Hit and destroy the target while the stone wheel rotates. Once completed, the Voodoo Doll appears at the nearby moving platform's starting position.
Wasteland	R5	—	In the RhinoRoller Village, jump up to the spiral ledge leading around this tall tree stump. At the top, jump up to the Voodoo Doll that's levitating above the stump.
Wasteland	R7	—	Just before leaving the area through the western exit leading to the Junkyard, backtrack a bit and climb high to the east where you find a RhinoRoller platform; you should be able to hear the nearby Voodoo Doll calling out to you. Use the RhinoRoller's boost and jump from the high east platform to the high west platform. Then collect the Voodoo Doll before leaving for the Junkyard.

05 Don't Recycle



Objective: Collect the Voodoo Dolls in the Junkyard.

Reward: Junkyard Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Junkyard	R1	—	This Sludge Voodoo Doll is right out in the open as you walk north along the main path.
Junkyard	R2	—	Look for the stacked explosive boxes as you move farther into this area. Jump up high enough to activate at least one of the explosives to explode them all. Then jump up onto the ledge to reach a rotating cylinder, jump onto the cylinder, and ride it to reach the Voodoo Doll above it.
Junkyard	R3	—	This one is easy to get. Climb up the side of the toxic path and onto the wire that hangs over the sludge. Shimmy across the wire to get the Voodoo Doll floating in the middle.
Junkyard	R4	—	In the Crunch boss fight area, this Voodoo Doll is out in the open on the right side of the room. If you're running around a lot during the boss fight, you'll likely collect it then.
Junkyard	R6	—	Jump up on the huge hamster wheel's wire cage and climb to the top to collect your Voodoo Doll reward.

06 The Dark Side



Objective: Collect the Grimly Voodoo Dolls in Mount Grimly.

Reward: Shadow Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Mount Grimly	R4	—	This Voodoo Doll is at the far northern end of a ledge, just before you starting climbing up towards a set of levered platforms and giant swinging axe blades above the main path. The Voodoo Doll is hidden between two stalagmites on the ground, between the second and third set of platforms.
Mount Grimly	R4	—	You probably won't see this Voodoo Doll from the main path; it's well hidden behind a tombstone in the middle section of the main path. Just destroy every tombstone along the way and you'll likely find it without any trouble.
Mount Grimly	R5	—	At the beginning of this section, follow the main path north. Take your first right and then right again. Listen for the sounds of the Voodoo Doll nearby. It's on the same path just around a difficult-to-see fork in the path.
Mount Grimly	R6	—	This Voodoo Doll is at the far northern end of the co-op balancing board puzzle. You can't miss it.
Mount Grimly	R8	—	Watch for two dig tunnel entrances on upper levels on either side of the main path. The Voodoo Doll is on the right (east) platform which is accessed either via spin jump or through the dig tunnel entrance on the opposite (west) side of the main path.

07 Crash Grab



Objective: Collect the Crash Bandicoot Voodoo Dolls all around the world.

Reward: Crash Art Pack

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Wumpa Island	R1	—	West of the large waterfall at the top of the wall climb. The Voodoo Doll is floating at the top. Climb up the wall from the lake and grab it.
Wumpa Island	R11	—	After the Scorporilla fight when you fall to ground level from the top tier, use the wall climb on the east side to get back up to the second level. Run around the outside of the second level fence to reach the Voodoo Doll.
Ratcicle Kingdom	R1	RhinoRoller	Crash can reach the top of the Chimney Jump alone but needs a RhinoRoller to travel west through the RhinoRoller section once he's up on top. Use the RhinoRoller's boost and jumping abilities to access the west end of the high-elevation RhinoRoller section. The Crash Voodoo Doll is just above the left (west) side of the last half pipe, with a Golden Mojo above it for good measure.
Ratcicle Kingdom	R3	TK	The switch is in the main area, above the Ratcicle statue. Climb up onto the Ratcicle statue's arm, then up to the building east of you. Once up top, use the TK to move the ice block and jump on the switch. Now jump down to ground level and proceed north to the next level up of the encampment. In the southeastern corner is now a levitating platform going up and down, which takes you high up to a hidden platform and the Voodoo Doll.

Voodoo Doll Locations

Land	Map Location	Mutant Required	Description
Ice Prison	R3	Ratcicle	This Voodoo Doll is to the left of the main path, just before the ice platform jumps. Use the Ratcicle and follow the skating route west away from the robot firing missiles at you from farther north.
Ice Prison	R6	TK	This Voodoo Doll is on the second level where the TK is. Use TK to move the ice block farther east and closer toward the high platform holding the Voodoo Doll. Jump up onto the ice block and spin jump high to grab the ledge and pull yourself up.
Wasteland	R1	Any Projectile Mutant	At the very end of the second section, there is a spinning rock wheel with a gap in its face. When you shoot and destroy the targets as the wheel rotates, a floating stone platform arrives from the south. Hop on and ride it to a hidden rock mesa where the Crash Voodoo Doll awaits.
Wasteland	R4	—	On the co-op tilt puzzle, you can't miss the Voodoo Doll. As with other balancing boards, the less time you spend with your feet on it the better. Jump your way across it all the way to the prize.
Evil School	R1	RhinoRoller	This Voodoo Doll is at the lowest area under the main path, right before the wall climb. Break through some ice floors with a RhinoRoller's (or any other mutant) Heavy Attack and find the bottom level before the wall climb. The Voodoo Doll is out in the open as you get to the bottom.
Junkyard	R2	—	Before leaving through the western tube, go back and climb up the spinning wheel to the highest level leading west. This is the Junkyard arena. At the far west end of the circular arena area there are two stacked explosive boxes. Blow them up to reveal the Crash Voodoo Doll inside.
Junkyard	R6	—	The Voodoo Doll is out in the open along the main path. Watch for an isolated rock column just east of the path as you head toward Mount Grimly.
Mount Grimly	R4	—	This Voodoo Doll is atop a large wall climb near the end of this section. Find your way to the top of the wall climb and shimmy along the horizontal rock ledge to the overhanging east end to collect the Voodoo Doll.
Mount Grimly	R5	—	Watch for this right after finding a Golden Mojo. The spiral ramp leading up comes to a dead end, but you can hear a Voodoo Doll nearby. You'll have just passed a Red Shoes power-up. Run and jump off the high ledge to the east to reach the Voodoo Doll that's suspended in mid-air.

08 Can U Dig It?

Objective: Dig to get past the thorns in Wumpa Island.

Strategy: This milestone is automatically completed during the course of story mode. As you move through Wumpa Island, it's impossible to miss this one. As you enter the first story-related dig tunnel, the mission is successful.



09 A Wumpa a Day...



Objective: Find a Crash Health Upgrade (Golden Wumpa Fruit).

Strategy: Why find just one? Here's all of them!

Golden Wumpa Locations

Area	Region	Mutant Required	Description
Wumpa Island	6	RhinoRoller	High above the co-op balancing board, this golden treat is hovering at the very top of the vertical Chimney Jump. You won't be able to reach this one until later in the game when you have access to a RhinoRoller. When you're ready, climb the rock pillars to the south of the balancing board and either use the southern Chimney Jump or a Ratcicle to freeze the water columns. Look for the eastern high platform that marks the beginning of the RhinoRoller track. Follow the RhinoRoller track (take the left path at the fork) and jump into the RhinoRoller circle carved into the north wall above the balancing board. Use the RhinoRoller's boost, roll, and jump to get above the stone circle and access the Chimney Jump. Then dismount and stick Crash to the chimney walls with more jumps, working your way up to the top and the Golden Wumpa Fruit!
Wumpa Island	9	Ratcicle	Look west of the entrance to the second cave room where a water jet stream blasts from the wall. Use the Ratcicle's Freeze Sneeze to make a jumping platform across to the isolated rock platform further west, which holds the Golden Wumpa Fruit.
Ratcicle Kingdom	1	—	Find the stacked stone TK blocks and Spin Jump from them to barely reach a rock ledge above that's blocked by two more stone TK blocks. Jump up into the enclosed area and collect the Golden Wumpa Fruit. You can get to this one with a TK that was collected in the Ratcicle Kingdom, but it's not necessary to have the mutant with you to get the fruit.
Ratcicle Kingdom	3	TK	It's not certain that you need a TK, but it does certainly help! Get on top of the Ratcicle statue and use the TK's telekinesis to flip the nearby TK switch on the northern wall. Stay on top of the statue as it turns. When the arm is pointing west, run and fly off the end of the arm towards the Golden Wumpa Fruit. If you're lacking some height, dismount from the mutant when you're close and back flip within reach of the golden goodie.
Ice Prison	2	Ratcicle	As soon as you enter this area, use the Ratcicle to Surf-Skate off to the right (east) to get the Golden Wumpa Fruit.
Ice Prison	7	—	The Golden Wumpa Fruit is locked behind a spin-disk gate on the north wall ahead, but the disk that controls the gate is back along the east wall, higher up than the way you came in. Proceed ahead and when you're at the top level in this large chamber, backtrack along the eastern wall to find the spin gate controls.
Evil School	1	TK	On your way back from Nina's School, keep a TK with you. You may want to have a RhinoRoller as well. High above the western entrance to this area there is a TK switch on an ice platform. After returning from Nina's School you are able to access this high elevation level. Activate the switch and ride the new levitating platform up even higher up to three floating rock and ice tilty props. Work your way across them to find the Golden Wumpa Fruit far to the west, right above the region entrance.
Evil School	1	RhinoRoller	Right before the exit from this region, look for the long stout half pipe. This Golden Wumpa Fruit is hard to reach, but it can be done with a RhinoRoller with some patience and effective use of the boost and jump abilities together. Roll along the western entrance to the half pipe, then jump to the small platform east of it. If you've used boost with the RhinoRoller and are firing off at blistering speeds over the half pipe, dismount from the RhinoRoller somewhere around the middle and hope for the best. It'll likely take a few tries to nail it, but if you want this award you have to keep at it.

Golden Wumpa Locations

Area	Region	Mutant Required	Description
Wasteland	3	RhinoRoller	The Golden Wumpa Fruit is located to the right of the gate that blocks access into the skate park. The Golden Wumpa Fruit is in the second story of the RhinoRoller ramp, east of the blocked gate. Use the RhinoRoller's boost and jump to reach the highest ledge.
Wasteland	7	RhinoRoller	This Golden Wumpa Fruit is at the top of the RhinoRoller area. This section is done after the first pass through the area and when you're on your way to the Evil School. (You may not be able to access this area on your first trip through.) Use a RhinoRoller to access the half pipe above the main path and boost and jump to get enough height to reach the roof above. It's hard to see the fruit. Just trust that it's there. You have to get high enough on the jumps to reach it.
Junkyard	3	—	This Golden Wumpa Fruit is hidden behind the TV at the top of the second toxic path high wire. It may even be technically inside the TV, so make sure to destroy the television just in case.
Junkyard	6	Spike	On the main path to Mount Grimly, watch for the path to veer north and there's a lower path below blocked by a large spike prop. You must come back to this point later when you've got a Spike mutant to break through the barrier and collect the Golden Wumpa Fruit.
Mount Grimly	1	Ratcicle	In the Ratcicle skate section, access the area via a downward wall climb off the west side of the main path. There's both a Golden Wumpa Fruit and a Golden Mojo along the Ratcicle skate path, so try to have your mojo multiplier high when you go to collect these goodies.
Mount Grimly	3	TK	At the top of the massive TK wall puzzle there is a secret doorway. Once at the top of the wall puzzle, spin jump up to a subtle hard-to-see ledge above. Pull yourself up and go through the eastern hidden doorway to access another secret area. Follow the path around to the west and collect the Golden Wumpa Fruit.

10 Duplex Crash

11 A Combo To Go



Objective (10): Defeat one enemy in co-op mode.

Objective (11): Defeat 50 enemies in co-op mode.

Strategy: These two optional missions are very easy to complete within the first hour of co-op play. Start Crash and Coco at the beginning of Wumpa Island, and by the time you get to the Ratcicle Kingdom you'll have completed most of the requirements for both missions.

12 Big Shooter



Objective: Fire a large projectile from the mask in co-op mode.

Strategy: During co-op mode, have one player switch to playing as the mask.

13 Cold Feat



Objective: Both players jack a Ratcicle at the same time.

Strategy: During co-op mode, both players must stun different Ratcicles and jack them at exactly the same time to successfully complete this mission.

14 Easy Does It

15 It Took Two to Tango

16 Over Easy



Objective (14): Complete the co-op balancing board puzzle in Wumpa Island above the waterfall.

Objective (15): Complete the co-op balancing board puzzle in the Wasteland.

Objective (16): Complete the co-op balancing board puzzle in Mount Grimly.

Strategy: Don't let the name fool you. These balancing board puzzles don't actually require two players to complete; they're just easier with two people. It does take a bit of finesse on the controllers however, it's important to note that a balancing board doesn't tip to either side unless Crash's feet are actually touching it! This means you can jump your way across the board with one player and only tip it slightly each time you land. If you're fast and precise, you can jump, land and collect items along the way, and jump again and again. With two players, simply jump on at the same time on opposite sides of the long axis. Have the second player stand still around the middle of the board's width and moving east or west, depending on where the first player is moving (to keep the board balanced). When the first player has collected everything on their side, both players can switch sides or the second player can move up to collect items while the first acts as the balancer.

17 Would you like fries with that?

18 Break Them To It Gently

19 Chuck is that you?



Objective (17): Score a 10x Mojo Multiplier Combo by hitting enemies without taking any hits yourself.

Objective (18): Score a 15x Mojo Multiplier Combo by hitting enemies without taking any hits yourself.

Objective (19): Score a 20x Mojo Multiplier Combo by hitting enemies without taking any hits yourself.

Strategy: These three missions go easily hand in hand and can be completed very quickly in succession during any given fight. All you have to do is get your Mojo Multiplier to x20 without getting hit by an enemy attack and you'll rack up serious points with these three achievements, one after another.

20 Mutant Recycle

21 Multi-Tasking



Objective (20): Stash a mutant in your pocket.

Objective (21): Store a mutant while riding another one.

Strategy: Stun and jack a mutant first, then defeat the next jackable mutant with the first mutant (the one Crash is riding). When the second mutant is stunned, dismount from the first mutant right onto the second one and both of these missions are done like dinner.

22 Stone Cold Crash

23 Spike the Punch

24 Follow Your Nose



Objective (22): Stun 5 Ratcycles as Crash.

Objective (23): Stun 5 Spikes as Crash.

Objective (24): Stun 5 Sludges as Crash.

Strategy: These three missions are completed nearly automatically as you play through the story the first time. However, if you haven't completed them all as quickly as you like, jump into one of the arenas to battle it out with multiples of all these mutants and all three missions will be finished in no time at all.

25 Whack a Nerd

26 Fashion Fury

27 00 00 AH AH

28 Shadow Boxing

29 Slap on the Wrist



Objective (25): Defeat 75 Ratnicians.

Objective (26): Defeat 75 Brat Girls.

Objective (27): Defeat 75 Doom Monkeys.

Objective (28): Defeat 75 Znu.

Objective (29): Defeat 75 Slap-E's.

Strategy: Five combat missions involve defeating 75 smaller mutant types: Ratnicians, Brat Girls, Doom Monkeys, Znu, and Slap-E's. These enemy types aren't stunned like the larger mutants are, as they're usually defeated in one or two attacks. You may complete a few of these missions during one play through of the entire game however, if any are missing by the time you beat Cortex, just go back and keep working through the various levels of any of the arenas and they'll be completed fairly quickly during those battles.

30 Snow Blows

31 Rumble in the Jungle

32 Stand in the Sand

33 Kick in the Junkyard

34 Lark in the Dark



Objective (30): Beat all 10 levels of arena mini-game in Ratcicle Kingdom.

Objective (31): Beat all 10 levels of arena mini-game in Wumpa Island.

Objective (32): Beat all 10 levels of arena mini-game in Wasteland.

Objective (33): Beat all 10 levels of arena mini-game in Junkyard.

Objective (34): Beat all 10 levels of arena mini-game in Mount Grimly.

Strategy: Arenas don't become accessible until certain story events occur (see table below). The battles take one of two forms: Crash must either defeat a given number of enemies before the time runs out or Crash must simply survive until the time runs out. Most battles are about two minutes long with slight variations on either time limit or the number of enemies that require defeating. The NPC will be at the arena location for the first time during the mission specified. When you talk to the relevant NPC, a menu pops up showing all battle levels 1-10. Each battle, starting at level 1 and working up to level 10, is progressively more difficult and each level must be beaten before the next level up is unlocked. After completing a level, you can immediately proceed to the next level of difficulty, continuing through all 10 levels if you desire.

Arena Locations			
Arena	Area	Arena Activated After	NPC
Wumpa Island	1	Mission 22	Crunch
Ratcicle Kingdom	6	Mission 12	Ratcicle Kid
Wasteland	6	Mission 13	RhinoRoller cub
Junkyard	3	Mission 19	Sludge Dude
Mount Grimly	7	Mission 23	Uka Uka



Arenas are simply the best place to find a mutant you're looking for. This is especially valuable when you're trying to complete 100% of the game and upgrade all the mutants.

35 Girl Power

36 Crunched

37 Neo is Getting Angry



Objective (35): Beat Coco boss fight.

Objective (36): Beat Crunch boss fight.

Objective (37): Beat Cortex boss fight.

Strategy: These three boss fight-related missions complete automatically during the course of finishing story mode. Relevant strategy associated with each individual boss is included in the appropriate part of the walkthrough chapters.



38 Crash King

39 Ice on the Cake

40 Shell Shocked

41 T to the K

42 Roll It Up

43 Stick it to Them

44 Shoot the Works

45 Goo Squared

46 Night Fright

47 P Stinking U



Objective (38): Fully upgrade Crash.

Objective (39): Fully upgrade Ratcicle.

Objective (40): Fully upgrade Magmadon.

Objective (41): Fully upgrade TK.

Objective (42): Fully upgrade RhinoRoller.

Objective (43): Fully upgrade Spike.

Objective (44): Fully upgrade Snipe.

Objective (45): Fully upgrade Sludge.

Objective (46): Fully upgrade Grimly.

Objective (47): Fully upgrade Stench.

Strategy: It's all about the mojo (especially the Golden Mojo), all of which shouldn't be collected unless Crash has at least a x20 Mojo Multiplier. Upgrading Crash is the ultimate priority as it takes just under one million mojo to get all of his upgrades; the mutants require much less to peak out their skills. Leave all challenges and major mojo collection until later. Initially, just work on finishing the story as fast as possible, and then go back to leveling up Crash and the mutants. Seeing as you'll have a few mutants for long periods of time (Raticle, for instance), you can easily upgrade them as you progress through the story. Your time is better spent upgrading other mutants, though, after you have access to both the Grimly and the teleporters.

Golden Mojo Locations

Area	Region	Item	Mutant Needed	Description
Wumpa Island	1	Golden Mojo (x2)	–	In the two different dig sites north of the water. There are x2 multipliers when you enter each tunnel so if you've got a x20 multiplier going in you're going to score at least 10,000 mojo from the two tunnels.
Wumpa Island	3	Golden Mojo (x4)	RhinoRoller	Three of these are in the RhinoRoller area; the fourth is nearby.
Wumpa Island	4	Golden Mojo	–	This Golden Mojo is in the second dig tunnel.
Wumpa Island	6	Golden Mojo (x3)	RhinoRoller	The first Golden Mojo is on the tall stone pillar at the beginning of the RhinoRoller track high above Region 6. Look just north of the water columns that a Ratcicle could freeze before you can use them as steps up (you don't need a Ratcicle here though). Use the Chimney Jump just northwest of this small area and double jump across the path to the far east platform that holds the first Golden Mojo. The second and third Golden Mojo are high up to the north, accessed via the RhinoRoller track. From the north end of the RhinoRoller track, jump into the stone RhinoRoller circle carved into the north wall and the two Golden Mojo are there for the taking.
Wumpa Island	8	Golden Mojo (x2)	Ratcicle	Find these in the dig tunnel in the west end of this area. You need the Ratcicle to freeze the water to get across from the main part of the area.
Wumpa Island	9	Golden Mojo	Ratcicle	Find this Golden Mojo in the second cave at the far eastern edge of the main platform. There's a water jet stream you can barely see but a Ratcicle can freeze it. Then jump across to the east and a very small platform holding the Golden Mojo.
Ratcicle Kingdom	1	Golden Mojo	RhinoRoller	The Golden Mojo is located in the high section right before first rope jump. It's right above the Crash Voodoo Doll, so if you've gotten that you're on the right track to getting this as well in a slightly higher jump.
Ratcicle Kingdom	1	Golden Mojo (x4)	TK	Three of these Golden Mojo are very tricky to get; the fourth is very easy as it's right out in the open on a middle ledge. The hard three Golden Mojo are directly above the C spin prop (rolling hollow stump). Go to the eastern top ledge above the C prop and use the TK to jump and hover on the right side of the C prop to keep rolling upward. As the open gap approaches, execute a well-timed jump across it over to the springboard. This jump trick can also be done by jumping off the C prop as it rises onto the eastern ledge then quickly back over the gap on the prop to the west and up to the springboard. It's a finicky process, but if you want the prizes up top you must keep trying. Once on the springboard, use Crash's Spin Jump to get to the above platform. From there, collect the Golden Mojo and one of the Ratcicle Voodoo Dolls.
Ratcicle Kingdom	3	Golden Mojo (x3)	–	Two are in main dig tunnel underneath the Ratcicle statue, accessed by the dig tunnel to the east. To find the third one, jump on the arm of the Ratcicle statue when it's pointing east, then jump to the roof of the building and up to the Golden Mojo.
Ratcicle Kingdom	5	Golden Mojo (x3)	–	All three are scattered around underneath the ice shelf where the big battle occurs with the Magmadons and the Ratcicles. Raise your multiplier and then explore the tunnels below.
Ratcicle Kingdom	6	Golden Mojo	TK	Located at the top of the TK wall puzzle at the far eastern pinnacle on the high ice wall.
Ice Prison	1	Golden Mojo (x3)	Ratcicle	The first Golden Mojo is along the Ratcicle surf path after breaking the ice shards blocking the way. The second is on the iceberg, just before transitioning into the next area. The third is off to the left of the first iceberg encountered (getting this one also requires Ratcicle).
Ice Prison	2	Golden Mojo (x2)	–	These two Golden Mojo are on icebergs to the left and right of the main path. You must be quick to get across the icebergs on both sides of the path without dying, so if your multiplier is quite high, maybe take the safer route and just collect the easier of the two (whichever one you're closer to at the time).
Ice Prison	3	Golden Mojo (x2)	Ratcicle	This Golden Mojo is located to the left just before the ice platform jumps. Look on the Ratcicle skate path.

Golden Mojo Locations

Area	Region	Item	Mutant Needed	Description
Ice Prison	5	Golden Mojo (x3)	–	The first Golden Mojo is at the top of the first section on the wall climb. The second and third are on the second section of the ice wall climb where you must jump to the south side wall.
Ice Prison	6	Golden Mojo	–	This Golden Mojo is on the second level where TK is. Look for it on the east side.
Wasteland	1	Golden Mojo (x3)	RhinoRoller	The first of these three can be collected on your way into the desert (aka Wasteland). It's in the lower section suspended in the air as you ride across the chasm on the moving platform. The second is collected on the way back from the desert when you're leaving from your first visit. It's above the springboard section and is fairly easy to jump up to. The third Golden Mojo is also found on your way out of the desert. It's above the west bank (look above the breakable wall) of the RhinoRoller half pipe as you travel through the upper RhinoRoller section.
Wasteland	3	Golden Mojo (x2)	–	The first one is in a small RhinoRoller area, but you can get it with Crash. Look for it right before the short rail jump heading east. The second Golden Mojo is right before the gap jump on your way to the RhinoRoller switch that unlocks the blocked gate to the north.
Wasteland	4	Golden Mojo (x3)	–	Two Golden Mojo are found on the co-op tilt puzzle. The third is above a sand dune in the middle of the desert. Use a RhinoRoller's boost and jump to reach it.
Wasteland	5	Golden Mojo (x3)	–	The first one is along the hanging ledge on the west side of the cave as you make your way down to the RhinoRoller Village and the RhinoRoller NPCs. Number two is well hidden in a hollow tree on the west side of the cave just as you come down from the rock ledge leading north towards the NPCs, close to the edge of the screen. The third Golden Mojo is in a hollow tree on the far east wall of this cave.
Wasteland	7	Golden Mojo	–	This Golden Mojo is easy to find as you travel west through the desert. It's at the west rim of a half pipe in the RhinoRoller area.
Evil School	1	Golden Mojo (x4)	TK	The first Golden Mojo is down on the bottom level underneath where the huge icicle falls from above. The second is along the ice wall climb, out in the open. The last two are both high above the first RhinoRoller transition full pipe (loop de loop) on the western TK icicle. Collect these last two on the way back from Nina's with a TK. Get up to the top level with Crash, then use the TK to pull the icicles down and jump across them as platforms all the way to the Golden Mojo.
Evil School	2	Golden Mojo	–	This Golden Mojo is out front of the school, buried in the dig tunnel.
Junkyard	1	Golden Mojo (x2)	–	The first Golden Mojo is on the right side of the path as you pass the trucks stuck in the sludge.
Junkyard	2	Golden Mojo (x3)	Sludge	The first Golden Mojo is immediately next to the Sludge Voodoo Doll in the same room. The second is immediately down below and hard to see in the first Sludge path. The third is on the first giant climbing wheel as you progress through the area.
Junkyard	2	Golden Mojo (x3)	Sludge	The first is on the giant spinning climbing wheel, right after the double spinning sprockets. The second is in the sludge water you drop down into where two Sludge mutants attack. The third is farther west along the lower sludge path.
Junkyard	3	Golden Mojo (x2)	–	The first Golden Mojo is at the lower end of the second wire suspended above the toxic path. The second is hidden inside a TV at the northern end of the toxic path near where you drop down from the second high wire.
Junkyard	6	Golden Mojo (x2)	–	On the path to Mount Grimly, look along the eastern side for the first Golden Mojo. It's hidden on the northern side of the first of the three rock pillars that rise from the abyss. Hang off the side of the pillar and shimmy around to collect the Golden Mojo. The second is well hidden behind (on the north side) a squat rock platform raised only slightly above the main path. Look for it where the path curves around to the left and there are three platforms in a row. The Golden Mojo is behind the second platform in.
Mount Grimly	1	Golden Mojo	Ratcicle	This Golden Mojo is on the Ratcicle skate section in the lower platform.
Mount Grimly	3	Golden Mojo (x2)	TK	One is on the far right (east) edge of the TK wall puzzle floor. The second is at the top of the TK wall puzzle.

Golden Mojo Locations

Area	Region	Item	Mutant Needed	Description
Mount Grimly	4	Golden Mojo	–	This Golden Mojo is right along the main path on the second level just as you pass the last swinging blade. It's on the east side of the path on an isolated rock platform.
Mount Grimly	4	Golden Mojo	–	Look for the tall vertical wall climb. Go up to the top, grab the x2 multiplier, and jump up to the horizontal rock ledge above. Then shimmy east to reach the Golden Mojo at the far end.
Mount Grimly	5	Golden Mojo (x2)	–	The first Golden Mojo is as far east as you can go on the rock ramp. Go up a small mini ramp to the dead end. The second is farther up ahead. Stay left and go across a westward heading narrow wooden bridge. The second Golden Mojo is right out in the open. You can't miss it.
Mount Grimly	6	Golden Mojo (x2)	–	Both are on the co-op balancing board puzzle.
Mount Grimly	8	Golden Mojo (x3)	–	The first Golden Mojo is on the far eastern ledge, just past the huge red button. The second is through the gate, just after the button in a crook in the tunnel on the right hand side. The third is in the dig tunnel when you get out into the open along the main path.

Don't go out of your way to collect mojo until you've unlocked the teleporters and have access to a Grimly. The time-controlling mutant dramatically decreases the effort needed to increase Crash's Mojo Multiplier via combat.



For some very specific tips on massive Mojo collection, have a look at the Fastest Way to 100% Completion appendix.



Mutant heros can be upgraded but don't count toward 100% game completion.

48 Two Bits

49 Glass is Half Full

50 And a Hair Cut

Objective (48): Complete 25% of the game.

Objective (49): Complete 50% of the game.

Objective (50): Complete 75% of the game.

Strategy: Completing 25% of the game comes very easy before even finishing the final boss fight. To get to 50% is a bit more of a challenge as it includes completing the story and several more (any will do) optional missions. Completing 75% of the game takes spending much more time finishing off optional missions. Getting the final 100% game completion doesn't complete an optional mission; rather, it unlocks a final art pack (see the Fastest Way to 100% Completion Appendix for more details).



Crash Skins

Every Bandicoot needs a change of clothes from time to time. These new skins may not have any special abilities, but they do look pretty darn cool! They can be accessed from Crash's house after they're unlocked. Here are the original skins you can choose from at the start of the game, which are automatically available:



Crash Reddy



Crash Greeny



Crash Bluey

Completing the optional arena mini-games will unlock these new skins for Crash:

Snow Blows Reward



Reward: Ratcicle Skin

Rumble in the Jungle Reward



Reward: Snipe Skin

Stand in the Sand Reward



Reward: Magmadon Skin

Kick in the Junkyard Reward



Reward: Spike Skin

Lark in the Dark Reward



Reward: Skeleton Skin



Coco Skins

Coco (Player 2) also has extra skins. Carbon Crash is automatically available, while the Coco and Old School skins are unlocked after the Coco boss fight.



Carbon Crash



Coco



Old School

Appendix 1 - Xbox 360

Achievements Checklist

Mission #	Name	Type	Description	Gamerscore Points	Unlock Reward	Checkbox
1	No Place Like Wumpa	Collection	Collect the Wumpa Voodoo Dolls scattered around Wumpa Island	25	Wumpa Art Pack	<input type="checkbox"/>
2	Freezer Burn	Collection	Collect the Ratcicle Voodoo Dolls in Ratcicle Kingdom	25	Ice Art Pack	<input type="checkbox"/>
3	N is for Evil	Collection	Collect the Voodoo Dolls in Evil School	25	Nina School Art Pack	<input type="checkbox"/>
4	Hot Stuff	Collection	Collect the RhinoRoller Voodoo Dolls in Wasteland	25	Desert Art Pack	<input type="checkbox"/>
5	Don't Recycle	Collection	Collect the Voodoo Dolls in Junkyard	25	Junkyard Art Pack	<input type="checkbox"/>
6	The Dark Side	Collection	Collect the Grimly Voodoo Dolls in Mount Grimly	25	Shadow Art Pack	<input type="checkbox"/>
7	Crash Grab	Collection	Collect the Crash Bandicoot Voodoo Dolls all around the world	50	Crash Art Pack	<input type="checkbox"/>
8	Can U Dig It?	Milestone	Dig to get past the thorns in Wumpa Island	5	—	<input type="checkbox"/>
9	A Wumpa a Day...	Collection	Find a Crash health upgrade collectable (Golden Wumpa Fruit)	15	—	<input type="checkbox"/>
10	Duplex Crash	Co-op	Defeat 1 enemy in co-op mode	10	—	<input type="checkbox"/>
11	A Combo To Go	Co-op	Defeat 50 enemies in co-op mode	35	—	<input type="checkbox"/>
12	Big Shooter	Co-op	Fire a large projectile from the mask in co-op mode	10	—	<input type="checkbox"/>
13	Cold Feat	Co-op	Both players jack a Ratcicle at the same time	10	—	<input type="checkbox"/>
14	Easy Does It	Co-op	Complete the co-op balancing board puzzle in Wumpa Island above the waterfall	15	—	<input type="checkbox"/>
15	It Took Two to Tango	Co-op	Complete the co-op balancing board puzzle in the Wasteland	15	—	<input type="checkbox"/>
16	Over Easy	Co-op	Complete the co-op balancing board puzzle in Mount Grimly	15	—	<input type="checkbox"/>
17	Would you like fries with that?	Combat	Score a 10x Mojo Multiplier Combo by hitting enemies without taking any hits yourself	10	—	<input type="checkbox"/>
18	Break Them To It Gently	Combat	Score a 15x Mojo Multiplier Combo by hitting enemies without taking any hits yourself	25	—	<input type="checkbox"/>
19	Chuck is that you?	Combat	Score a 20x Mojo Multiplier Combo by hitting enemies without taking any hits yourself	35	—	<input type="checkbox"/>

Mission #	Name	Type	Description	Gamerscore Points	Unlock Reward	Checkbox
20	Mutant Recycle	MIP	Stash a mutant in your pocket	5	—	<input type="checkbox"/>
21	Multi-Tasking	MIP	Store a mutant while riding another one	5	—	<input type="checkbox"/>
22	Stone Cold Crash	Combat	Stun 5 Ratcicles as Crash	15	—	<input type="checkbox"/>
23	Spike the Punch	Combat	Stun 5 Spikes as Crash	20	—	<input type="checkbox"/>
24	Follow Your Nose	Combat	Stun 5 Sludges as Crash	25	—	<input type="checkbox"/>
25	Whack a Nerd	Combat	Defeat 75 Ratnicians	20	—	<input type="checkbox"/>
26	Fashion Fury	Combat	Defeat 75 Brat Girls	20	—	<input type="checkbox"/>
27	00 00 AH AH	Combat	Defeat 75 Doom Monkeys	20	—	<input type="checkbox"/>
28	Shadow Boxing	Combat	Defeat 75 Znu	20	—	<input type="checkbox"/>
29	Slap on the Wrist	Combat	Defeat 75 Slap-E's	20	—	<input type="checkbox"/>
30	Snow Blows	Arena	Beat all 10 levels of arena mini-game in Ratcicle Kingdom	15	Ratcicle Skin	<input type="checkbox"/>
31	Rumble in the Jungle	Arena	Beat all 10 levels of arena mini-game in Wumpa Island	15	Snipe Skin	<input type="checkbox"/>
32	Stand in the Sand	Arena	Beat all 10 levels of arena mini-game in Wasteland	15	Magmadon Skin	<input type="checkbox"/>
33	Kick in the Junkyard	Arena	Beat all 10 levels of arena mini-game in Junkyard	15	Spike Skin	<input type="checkbox"/>
34	Lark in the Dark	Arena	Beat all 10 levels of arena mini-game in Mount Grimly	15	Skeleton Skin	<input type="checkbox"/>
35	Girl Power	Boss	Beat Coco boss fight	25	—	<input type="checkbox"/>
36	Crunched	Boss	Beat Crunch boss fight	25	—	<input type="checkbox"/>
37	Neo is Getting Angry	Boss	Beat Cortex boss fight	50	—	<input type="checkbox"/>
38	Crash King	Upgrade	Fully upgrade Crash	25	—	<input type="checkbox"/>
39	Ice on the Cake	Upgrade	Fully upgrade Ratcicle	20	—	<input type="checkbox"/>
40	Shell Shocked	Upgrade	Fully upgrade Magmadon	20	—	<input type="checkbox"/>
41	T to the K	Upgrade	Fully upgrade TK	20	—	<input type="checkbox"/>
42	Roll It Up	Upgrade	Fully upgrade RhinoRoller	20	—	<input type="checkbox"/>
43	Stick it to Them	Upgrade	Fully upgrade Spike	20	—	<input type="checkbox"/>
44	Shoot the Works	Upgrade	Fully upgrade Snipe	20	—	<input type="checkbox"/>
45	Goo Squared	Upgrade	Fully upgrade Sludge	20	—	<input type="checkbox"/>
46	Night Fright	Upgrade	Fully upgrade Grimly	20	—	<input type="checkbox"/>
47	P Stinking U	Upgrade	Fully upgrade Stench	20	—	<input type="checkbox"/>
48	Two Bits	Milestone	Complete 25% of the game	—	Quarter Art Pack	<input type="checkbox"/>
49	Glass is Half Full	Milestone	Complete 50% of the game	50	Midway Art Pack	<input type="checkbox"/>
50	And a Hair Cut	Milestone	Complete 75% of the game	—	Three Quarter Art Pack	<input type="checkbox"/>
Total Gamerscore Points				1000		

Appendix II - Challenge Mini-Games Summary and Checklist



Challenge mini-games are identified by golden Timers scattered around the world. The Timers only appear after certain story events have occurred and often only after you've passed through an area several times. The Timers are the triggers and starting places for the short time-based challenges, but despite being "mini-games," the rewards for completing them can be quite significant when you've got a very high Mojo Multiplier. Do a few test runs through a challenge without completing it so you know the route, and if possible, enter the challenge with a x20 Mojo Multiplier. If you're really lucky, you may spot a x2 power-up to grab along the way. (A x40 payout at the end of a challenge is huge!)

Note

Challenges are permanent, but the biggest payout from completing one is always the first time it's done. For the second, third, and other subsequent times, the payout is scaled down.

Challenge #	Land	Region	Challenge Type	Available After	Description
1	Wumpa Island	1	Speed Collection	Mission 4	Collect 60 pieces of mojo from the waterfall to the Dominator
2	Wumpa Island	2	Speed Collection	Mission 8	Collect 60 pieces of mojo from the docks to the tilty props
3	Wumpa Island	3	Destruction (Dandelions)	Mission 1	Destroy 15 dandelions under the waterfall
4	Wumpa Island	4	Treasure Hunt	Mission 8	Find 10 treasure chests above and below ground in the briar patch (several are in the dig tunnels)
5	Wumpa Island	7	Treasure Hunt	Mission 8	Find 8 treasure chests on and around the spinning platforms
6	Ratcicle Kingdom	1	Speed Collection	Mission 14	Collect 26 pieces of mojo from the bottom of the waterfall up to the top
7	Ratcicle Kingdom	3	Destruction (Crates)	Mission 13	Destroy 10 crates around the Ratcicle Kingdom
8	Ratcicle Kingdom	6	Treasure Hunt	Mission 14	Find 10 treasure chests across the sinking icebergs
9	Ice Prison	1	Destruction (Crates)	Mission 14	Destroy crates scattered all across the area
10	Ice Prison	2	Treasure Hunt	Mission 14	Find 10 treasure chests along the Ratcicle surf route (Ratcicle required)
11	Ice Prison	3	Speed Collection	Mission 14	Collect 35 pieces of mojo along the narrow strip of beach
12	Ice Prison	3	Speed Collection	Mission 14	From the location of the second key up to the prison door
13	Wasteland	1	Speed Collection	Mission 14	Collect 80 pieces of mojo along the upper RhinoRoller route
14	Wasteland	3	Treasure Hunt	Mission 14	Find 10 treasure chests across the area
15	Wasteland	4	Destruction (Crates)	Mission 14	Destroy 15 crates in the open desert area
16	Wasteland	6 to 7	Speed Collection	Mission 21	Collect 50 pieces of mojo along a trail from R6 to R7
17	Evil School	1	Speed Collection	Mission 14	Collect 70 pieces of mojo during the backtrack from Nina's School
18	Junkyard	1	Destruction (Crates)	Mission 19	Destroy 10 crates hidden among the debris of the Junkyard
19	Junkyard	2	Speed Collection	Mission 19	Collect 70 pieces of mojo from the teleport to R3 to the teleport to R1
20	Junkyard	3	Treasure Hunt	Mission 21	Find all 8 treasure chests in the Sludge water area leading to R7
21	Mount Grimly	3	Treasure Hunt	Mission 21	Find all 10 treasure chests while climbing up the puzzle wall
22	Mount Grimly	4	Treasure Hunt	Mission 21	Find all 10 treasure chests hidden across the room

Appendix III – Collectables Checklist

Land	Checkbox	Region	Item	Mutant Needed
Wumpa Island	<input type="checkbox"/>	1	Crash Voodoo	—
	<input type="checkbox"/>	1	Golden Mojo (x2)	—
	<input type="checkbox"/>	10	Wumpa Voodoo	—
	<input type="checkbox"/>	11	Crash Voodoo	—
	<input type="checkbox"/>	2	Wumpa Voodoo	—
	<input type="checkbox"/>	2	Wumpa Voodoo	—
	<input type="checkbox"/>	3	Golden Mojo (x4)	RhinoRoller
	<input type="checkbox"/>	3	Wumpa Voodoo	—
	<input type="checkbox"/>	4	Golden Mojo	—
	<input type="checkbox"/>	6	Golden Mojo	—
	<input type="checkbox"/>	6	Golden Mojo (x3)	RhinoRoller & Ratcicle
	<input type="checkbox"/>	6	Golden Wumpa Fruit	RhinoRoller
	<input type="checkbox"/>	6	Wumpa Voodoo	—
	<input type="checkbox"/>	8	Golden Mojo	—
	<input type="checkbox"/>	9	Golden Mojo	—
	<input type="checkbox"/>	9	Golden Wumpa Fruit	Ratcicle
Ratcicle Kingdom	<input type="checkbox"/>	1	Crash Voodoo	RhinoRoller
	<input type="checkbox"/>	1	Golden Mojo	RhinoRoller
	<input type="checkbox"/>	1	Ratcicle Voodoo	—
	<input type="checkbox"/>	1	Golden Mojo (x4)	TK
	<input type="checkbox"/>	1	Golden Wumpa Fruit	—
	<input type="checkbox"/>	1	Ratcicle Voodoo	—
	<input type="checkbox"/>	3	Golden Mojo (x3)	—
	<input type="checkbox"/>	3	Golden Wumpa Fruit	TK
	<input type="checkbox"/>	3	Crash Voodoo	TK
	<input type="checkbox"/>	5	Golden Mojo (x3)	—
	<input type="checkbox"/>	6	Golden Mojo	—
	<input type="checkbox"/>	6	Ratcicle Voodoo	TK

Land	Checkbox	Region	Item	Mutant Needed
Ice Prison	<input type="checkbox"/>	1	Golden Mojo (x3)	Ratcicle
	<input type="checkbox"/>	2	Golden Mojo (x2)	—
	<input type="checkbox"/>	2	Golden Wumpa Fruit	Ratcicle
	<input type="checkbox"/>	3	Crash Voodoo	Ratcicle
	<input type="checkbox"/>	3	Golden Mojo (x2)	Ratcicle
	<input type="checkbox"/>	3	Ratcicle Voodoo	—
	<input type="checkbox"/>	5	Golden Mojo (x3)	—
	<input type="checkbox"/>	5	Ratcicle Voodoo	—
	<input type="checkbox"/>	6	Crash Voodoo	TK
	<input type="checkbox"/>	6	Golden Mojo	—
	<input type="checkbox"/>	7	Golden Wumpa Fruit	—
Wasteland	<input type="checkbox"/>	1	Golden Mojo (x3)	RhinoRoller
	<input type="checkbox"/>	1	RhinoRoller Voodoo	RhinoRoller
	<input type="checkbox"/>	1	Crash Voodoo	Any Projectile Mutant
	<input type="checkbox"/>	3	Golden Mojo (x2)	—
	<input type="checkbox"/>	3	Golden Wumpa Fruit	RhinoRoller
	<input type="checkbox"/>	3	RhinoRoller Voodoo	—
	<input type="checkbox"/>	4	Crash Voodoo	—
	<input type="checkbox"/>	4	Golden Mojo (x3)	—
	<input type="checkbox"/>	5	Golden Mojo (x3)	—
	<input type="checkbox"/>	5	RhinoRoller Voodoo	Any Projectile Mutant
	<input type="checkbox"/>	5	RhinoRoller Voodoo	—
	<input type="checkbox"/>	7	Golden Mojo	—
	<input type="checkbox"/>	7	Golden Wumpa Fruit	RhinoRoller
	<input type="checkbox"/>	7	RhinoRoller Voodoo	—
Evil School	<input type="checkbox"/>	1	Crash Voodoo	—
	<input type="checkbox"/>	1	Golden Mojo (x4)	—
	<input type="checkbox"/>	1	Golden Wumpa Fruit	TK
	<input type="checkbox"/>	1	Golden Wumpa Fruit	—
	<input type="checkbox"/>	1	Nina Voodoo	RhinoRoller
	<input type="checkbox"/>	1	Nina Voodoo	—
	<input type="checkbox"/>	2	Golden Mojo	—
	<input type="checkbox"/>	2	Nina Voodoo	—

Land	Checkbox	Region	Item	Mutant Needed
Junkyard	<input type="checkbox"/>	1	Golden Mojo (x2)	—
	<input type="checkbox"/>	1	Sludge Voodoo	—
	<input type="checkbox"/>	2	Crash Voodoo	—
	<input type="checkbox"/>	2	Golden Mojo (x3)	—
	<input type="checkbox"/>	2	Sludge Voodoo	—
	<input type="checkbox"/>	2	Golden Mojo (x3)	—
	<input type="checkbox"/>	3	Golden Wumpa Fruit	—
	<input type="checkbox"/>	3	Sludge Voodoo	—
	<input type="checkbox"/>	3	Golden Mojo (x2)	—
	<input type="checkbox"/>	4	Sludge Voodoo	—
	<input type="checkbox"/>	6	Crash Voodoo	—
	<input type="checkbox"/>	6	Golden Mojo (x2)	—
	<input type="checkbox"/>	6	Golden Wumpa Fruit	Spike
	<input type="checkbox"/>	6	Sludge Voodoo	—
Mount Grimly	<input type="checkbox"/>	1	Golden Mojo	Ratcicle
	<input type="checkbox"/>	1	Golden Wumpa Fruit	Ratcicle
	<input type="checkbox"/>	3	Golden Mojo (x2)	—
	<input type="checkbox"/>	3	Golden Wumpa Fruit	TK
	<input type="checkbox"/>	4	Golden Mojo	—
	<input type="checkbox"/>	4	Grimly Voodoo	—
	<input type="checkbox"/>	4	Crash Voodoo	—
	<input type="checkbox"/>	4	Golden Mojo	—
	<input type="checkbox"/>	4	Grimly Voodoo	—
	<input type="checkbox"/>	5	Crash Voodoo	—
	<input type="checkbox"/>	5	Golden Mojo (x2)	—
	<input type="checkbox"/>	5	Grimly Voodoo	—
	<input type="checkbox"/>	6	Golden Mojo (x2)	—
	<input type="checkbox"/>	6	Grimly Voodoo	—
	<input type="checkbox"/>	8	Golden Mojo (x3)	—
	<input type="checkbox"/>	8	Grimly Voodoo	—

Appendix IV - Fastest Way to 100% Completion

General Walkthrough Tips

1. DO NOT collect any Golden Mojo on Wumpa Island until you're upgrading Crash after Mount Grimly.
2. DO NOT collect any Golden Mojo unless you have a natural x20 multiplier.
3. DO NOT use the arenas to level up a mutant. It's a losing proposition to your multiplier and Crash needs the mojo for his upgrades more than the mutants do.
4. DO use a mutant to destroy enemies and quickly switch to Crash to collect the dispensed mojo.
5. DO pocket a Grimly whenever possible. Using a Grimly's Slow Time ability and its fast attacks are the best way to increase your multiplier to a natural x20.
6. DO learn to counter attack as a reflexive action. This saves your multiplier from being reset in battle.
7. DO Pocket Jump.

Tips for Quickly Upgrading Crash

1. Don't go out of your way to collect mojo during the story until you get access to the teleporters. Your time is better spent unlocking the teleporters and following the subsequent steps for fast upgrades.
2. Once the teleporters are unlocked, get a Grimly from the teleporter room in Mount Grimly and return to Wumpa Island. (You can also get one from the Wumpa Island arena during combat.)
3. Use Slow Time and the Grimly attack Flurry against the three Slap-E's south of the Wumpa Island teleporter (Region 2). Keep using Flurry until the individual Slap-E stops upping your combo counter. (Defeated enemies can still be used to increase the combo counter for a short time after they're dead. Slow Time extends this greatly.) Teleport back and forth between the two teleporters and continue attacking the Slap-E's until you're at a x20 multiplier.

4. Now run through ALL of Wumpa Island as Crash, from Region 2 north all the way back over the waterfall, then back to the main camp and over the wooden bridge to the west. Go as far as you can through the island without losing your multiplier and while hitting every x2 power-up you find. With a x20 multiplier combined with the x2 power-ups placed all over the island, if you hit all the Golden Mojo, you can acquire nearly 120,000 mojo on your first run and between 20,000 and 40,000 on subsequent run throughs.

Steps for Quickly Upgrading Mutants

1. Upgrade the Ratcicle while progressing through the story as you're stuck with it as your only mutant for a significant portion of the game. Upgrading the Ratcicle is probably the easiest to do.
2. Upgrade any other mutant you have during the time you have it. Any levels they have left by the end of the game can be completed relatively easily.
3. Upon reaching Mount Grimly, focus all your effort on leveling up the Grimly. The Grimly's upgrade status is the most important factor in leveling up everything else in the game. You need to use Grimly's fully upgraded Slow Time ability to accomplish this.
4. All storable mutants in the game can be found in the Wumpa Island and RhinoRoller arenas. Use the checklists to keep track of outstanding upgrades and go back to the arenas to get mutants that haven't been upgraded yet.
5. Collect the mutant of your choosing and pair it with a Grimly (from either an arena or the Mount Grimly teleporter area).
6. Teleport back and forth from Wumpa Island to Mount Grimly to level up your multiplier as discussed in the Tips for Quickly Upgrading Crash section.
7. After getting the x20 multiplier, take the telporter from Mount Grimly to the upper level of the Wasteland.
8. Use the desired mutant to destroy all of the plants on the upper level to collect their mojo, then teleport back to Mount Grimly. Now teleport back to the desert.
9. Repeat Step 8 until the mutant is fully upgraded.

When Upgrading Special Mutants

YUKTOPUS:

1. After returning Uka Uka's bones, complete the Mount Grimly arena levels 1-10.
2. Get a Yuktopus. Increase its multiplier and repeatedly finish level 10 to earn tons of mojo.
3. During the level 10 battles, keep hitting Heavy Attack to quickly dispatch everything in the arena, collecting mojo whenever possible.
4. Repeat as required.

SCORPORILLA:

1. Go to the Ratcicle arena.
2. Complete levels 1-10.
3. Get a Scorporilla from any level and keep a high modifier.
4. With a Scorporilla, repeat level 9 to level up quickly. Don't use level 10 for this as the numerous Brat Girls and annoying ranged attacks destroy your modifier.

Fast Voodoo Doll and Golden Wumpa Collection:

Collect all Voodoo Dolls and Golden Wumpa Fruit on your first run through an area whenever possible. You do not want to backtrack for that one doll you missed. Keep track of everything you pick up. If not, you might have to hunt for one minute thing you forgot way back somewhere and won't find easily again. (Use the collectables checklist to keep track of what you have collected.) There are times when you do have to return to an area no matter what, once you have the necessary mutant, but these instances are more common when looking for Golden Mojo. The confirmed examples of Voodoo Dolls and Golden Wumpa Fruit that can't be collected upon your first visit to an area include the following:

Return Trip Needed

Item	Area	Mutant Needed
Golden Wumpa Fruit	Ratcicle Kingdom Region 1	TK
Crash Voodoo Doll	Ratcicle Village	TK
Golden Wumpa Fruit	Junkyard Region 6	Spike
Golden Wumpa Fruit	Mount Grimly Region 1	Ratcicle
Golden Wumpa Fruit	Mount Grimly Region 3	TK

Cheats!

These cheats aren't necessary for 100% completion, but they can help you get there faster—or just have fun along the way!

Cheat codes are activated in the pause menu. To enter a cheat code, go into the pause menu, hold block, and quickly press the four buttons listed for each cheat. To deactivate the cheat code, enter the same code again. Note that these cheats are always available, and work for all game platforms.

Cheat Code Table

Cheat Name	Function	Button Combo
Shadow Crash	Crash looks like a shadow	D-pad Left, D-pad Right, D-pad Left, D-pad Right
Big Body Parts	Cycles through big body parts: head; nose; ears; upper body & head; feet.	D-pad Left, D-pad Left, D-pad Left, D-pad Down
Free Wumpa fruit	Wumpa fruit from defeated enemies and props	D-pad Right, D-pad Right, D-pad Right, D-pad Up
Crash Ice Cream Hands	Crash's hands freeze enemies with all attacks	D-pad Down, D-pad Down, D-pad Down, D-pad Up
Special Fruit	Special fruit from defeated enemies and props	D-pad Up, D-pad Down, D-pad Down, D-pad Up
Super-Kick	Super-Kick from defeated enemies and props	D-pad Up, D-pad Down, D-pad Right, D-pad Left
Quad Damage	Quad Damage from defeated enemies and props	D-pad Up, D-pad Up, D-pad Up, D-pad Left

Maps, Maps, Maps



Mount Grimly, Junkyard, Space Station



Wasteland



Wumpa Island, Ratcicle Kingdom



Evil School, Ice Prison









